STAR TREK 40TH™

1983 - 2023

A Game for Roleplaying

Adventures in the original series as was, back when

Jack Photon's FANTAVERSARY REVISION HOUSE RULES 4.0TH

FOR USE WITH FASA GAME SYSTEM

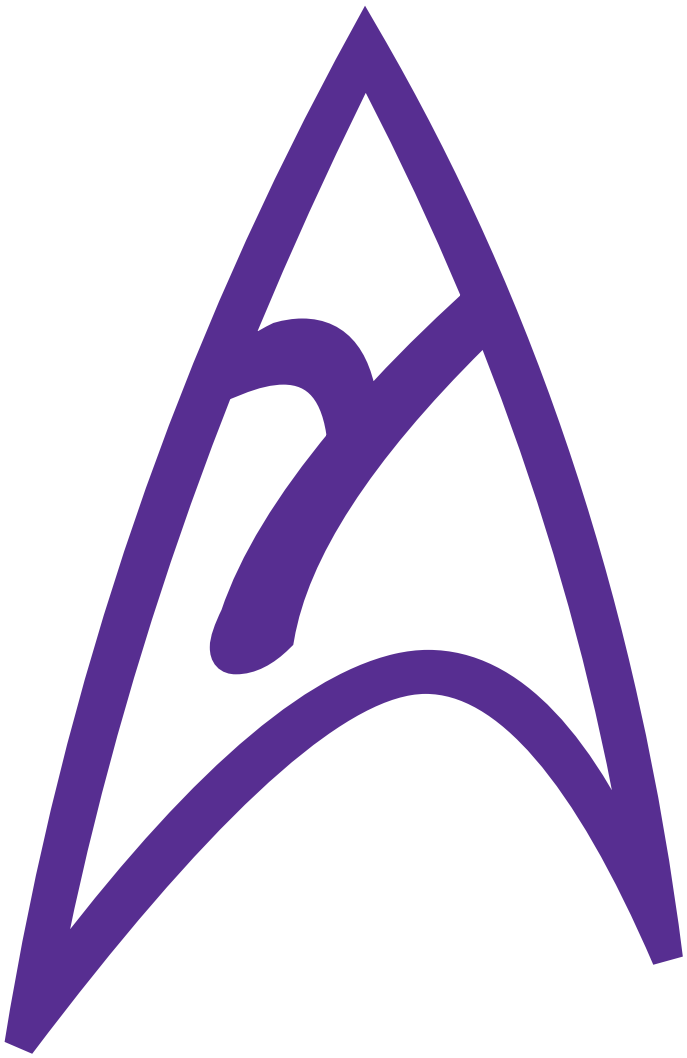
260131.02

"In the sky, a new star passes.
On the ground, a dead thing looks up."

NOVA: THE IMMORTAL INFINITE

- GAME MODULE -

GAMEMASTER EYES ONLY



Jack Photon's

4.0TH FANTAVERSARY REVISION

STAR TREK 40TH

THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023

21st Century

HOUSE RULES

for 23rd Century Gaming

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Forward

This is the Pilot Episode for my personal FASA Trek campaign involving a 100-crew "Franz Joseph Scout ship" with an NPC Captain.

As such, I've tried to keep my specific gaming notes to a minimum so that you can pencil yours in. Any that remain, read as suggestions. The format is deliberately loose to allow GM improvisation over Player actions.

For details of the House Rules this module operates under, refer to documents found at:
http://www.jackphoton.space
or...
https://archive.org/details/@phantf?sort=title

As of this printing, the Jack Photon domain is valid through January, 2040.

"Nova: The Immortal Infinite" can be run as a stand-alone or woven into any FASA 1/2e campaign of any maturity.

Four-to-six players is typical for most games. Whether more, fewer or however many, it's down to the GM's comfort level and ability to keep the plates spinning.

All work herein is offered specifically and only for personal gamer-minded usage.

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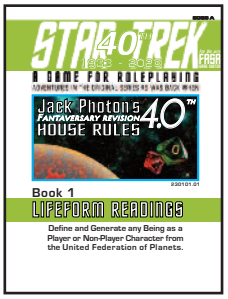
1st - 2nd Edition FASA / Jack Photon Compatibility Notes

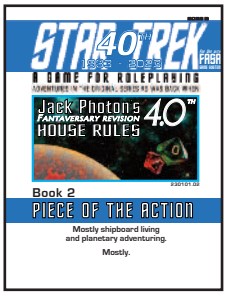
Rounding	=	Round Up/Down are abbreviated **ru** and **rd**. Default is always round down unless specified.
Cool Attribute	=	Standard 3d10+40. Max 99. No exceptions. An+15 Ca+20 Ed-15 Hu+-0 Te-15 Vu+30 GM Discretion Bonus Points = 1d10/2 rd (+3?)
Perception Ability	=	(INT+LUC)/2 rd
PSI Vector	=	(INT+CHA+PSI)/3 rd This replaces the PSI Attribute for save vs. psionic influence and attack purposes.

Skill names are mostly reverted to 1e.
Astronautics is again ST Engineering. Some other names are entirely different such as Value Estimation is now Appraisal. Some names are abbreviated, such as ST Helm. Dance and Vocal Music now fall under the header: Arts, The (s). As does Music Instr (s). There is no Mining skill as that is a confluence of scientific endeavors such as Geology, Mineralogy, Materials Science, Archaeology, Paleontology, Physics and so many more. There are other, similar examples.

Skills, Attributes and Abilities for everyone in the Federation and for all there is to know about Vulcans can be found in **Book 1: Lifeform Readings**


STAR TREK 40th
1983 - 2023
A GAME FOR ROLEPLAYING
Jack Photon's FANTAVERSARY REVISION HOUSE RULES 4.0
Book 1
LIFEFORM READINGS
Define and Generate any Being as a Player or Non-Player Character from the United Federation of Planets.

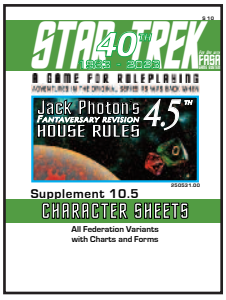
Combat rules remain the same. Alternative Healing and Psionic rules are found in **Book 2: Piece of the Action**



Action Points are (DEX/10)rd+1 per functional limb.
(ex. A Human with one broken arm is +3)
(ex. A healthy Edoan is +6.)

Also see **Player Supplements** for alternate character sheets, charts and such as well as combat grids of all sorts.

S10 Character Sheets
S11 Combat Grids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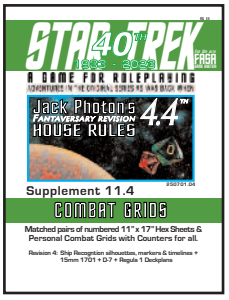
Supplement 10.5
CHARACTER SHEETS
All Federation Variants with Charts and Forms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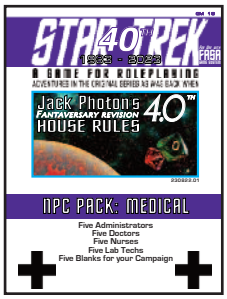
Supplement 11.4
COMBAT GRIDS
Matched pairs of numbered 11"x 17" Hex Sheets & Personal Combat Grids with Counters for all.

And **GM 17-21**
for Starfleet Officer NPCs to fill your ranks.



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1983 - 2023
A GAME FOR ROLEPLAYING
Jack Photon's FANTAVERSARY REVISION HOUSE RULES 4.2
- GAMEMASTERS ONLY -
NPC PACK: SECURITY/SERVICES
Ten Security Officers, Admiral to Lt.
Ten Yeoman, Admiral to Yeoman, 3rd Class
Five Blanks for your Campaign

Nova
The Immortal Infinite
by
Jack Photon
2026

Star Trek: The Role Playing Game

Nova: The Immortal Infinite

For use with FASA Star Trek The Role Playing Game

JP4OFR GM5O

VULCAN PLAYER HANDOUT

"Nova: The Immortal Infinite" by Jack Photon

THE BALLAD OF BORVAN STEK

Borvan Stek runs, runs away
For Surak's peace he could not pay
His leader and Generals
Cowards all
Escaping logic's power
Coward's goal
Setting course to the shoals
the blackest of holes
To pay the toll and
walk
walk the Hall
Hall of Infinity
the immortal Infinite he, he
The Immortal Infinit-he

VULCAN LORE

Katra: Vulcan term for their concept of a human soul.

Katra Stones: Precious stones capable of storing a Katra -for a time.

Lich: An un-living creature of immense psionic power.

Ghasts and Ghouls: Living beings psionically twisted and tortured into mindless oblivion knowing nothing but violent hunger in mind.

VULCAN HISTORY

Millenia ago upon Vulcan's Great Awakening and the end to barbarism, a number fled the planet to escape peace and justice. Most were repatriated, re-formed and forgotten. Some very few others slipped their way into the lost myths of children's rhyme.

Amongst those so lost, most notably was **'Borvan Stek'**. Supreme Leader of the most horrific of death cults and armies. Keep in mind, there were strong contenders across the Vulcan millenia.

Borvan with top Generals and Acolytes took one ship to never be seen again. Legend says they flew into a singularity seeking the "Hall of Infinity".

The Hall is the fable that one could travel forever, immortal, across all of time and space.

BORVAN STEK

In Earth terms, Borvan was Vulcan's 'Tamerlane' (who once put to sword and razed an ancient Earth city of 20,000 for a perceived slight by the local king). That kind of mindset with high technology, psionic powers and a zeal for extinguishing life. That is Borvan; who slaughtered tens of millions by all conceivable means and methods.

Borvan led armies of blood-thirsty Vulcan warriors and to this day is considered one of the most blindingly powerful of Psionics in all of Vulcan history. So legend tells.

This was before Surak's reforms that led to the more directed and common psionic disciplines as currently practiced by the Vulcan people.

There is no way to know what disciplines were pursued in those days, merely speculation; of which there is little informed thereof.

No images exist. Written records are scarce. Most empirical data is lost, rendering Borvan more myth than man.

THE STELLAR SYSTEM

On escaping Vulcan and spending two months in deep meditation and isolation, Borvan emerged to tell his followers what he'd seen and told the plan to cross into infinity.

The generals and followers would put their bodies into long term hibernation while having their katra stored in various gems of impossible rarity.

They would then incorporeally study and psionically dominate any society come upon to achieve their goal.

Flash Forward. . .

The player's ship has a perpendicular approach to the solar plane of this binary system.

Primary Star: M-1, Red Dwarf
2ndary Star: M-5, Brown Dwarf

Between the two stars are strung relatively low mass planets, but for one.

Planets: 1 Class M, terrestrial
1 Gas giant
3 Rocky terrestrial
3 Neptune class

Note: For extra player participation, have them roll planet charts for mapping as they go.

THE BINARY STARS

The Brown Dwarf is just large enough to maintain fusion and is 1.5 ly from the primary star.

Though the Red Dwarf is much larger and denser than its companion, expected lifespan is on the order of 1d10 trillion years before flaring into red giant status and eventual slow fade to a cinder.

Captain will order Nav to plot a course from Brown to Red with one orbit per planet, warping between as timely as possible. Want to be at destination with hours to spare. Helm to execute on plot. All mapping and sciences to full stations. Engine room at the ready. Communications to file standard reports and transmit current ships logs to Command.

THE CLASS M PLANET

- Holds equivalent mass to all other planets in the system.
- In sole opposition to conjunction.
- Knocked on its pole.
- Is tidally locked.
- Equator is the terminator line and is encircled by an orbital ice ring.
- Extreme weather at the poles causes 'unnatural' stillness at the equator.
- Stretched 10% by gravity into an ovoid.
- Ambient Air Temperatures:
  Star-side up to ~400°k/250°f
  Dark-side down to ~90°k/-200°f.
- Orbital period of 2.5 days
- Habitable zone is a ~100 mile strip balanced just along the far edge of the equator, 40/60, starside's favor.
- All water has been baked out of the starside rocks. The mantle is softer this side than the dark side.
- Planet is just big and odd enough to be just right for all these conditions.
- As water evaporates over the hot zone, it convects back into clouds which streak back to the cold. High altitude winds keep the action going, but are relatively quiet near ground.

- Ash clouds add to the streaked-effect and has the look of bloody capillaries across the sky with the star itself, partially eclipsed by the horizon; an unblinking, red pupil gazing on all.
- All life is contained to the village region. Everywhere else is near-sterilized.
- All plant life is near-black for the lack of light and the extra infrared radiation that must be absorbed for growth.

THE ICE RINGS

Prior to Borvan, a small, captured centaur orbited the planet as an ice moon.

Borvan introduced himself to the populace by blowing the moon up using scavenged components and the anti-matter reserves.

Over two thousand years, what didn't fall out of orbit to the planet below or melt, normalized into an ice ring. It will dissipate in 1d10 thousand years.

THE DILITHIUM MOON

The Federation ship may almost miss detecting this! If so, it will be a last minute surprise. The landing party may not know at all.

Its orbit altered millenia ago, Moon was first driven through the star's corona and is covered meters-deep in fine, black soot.

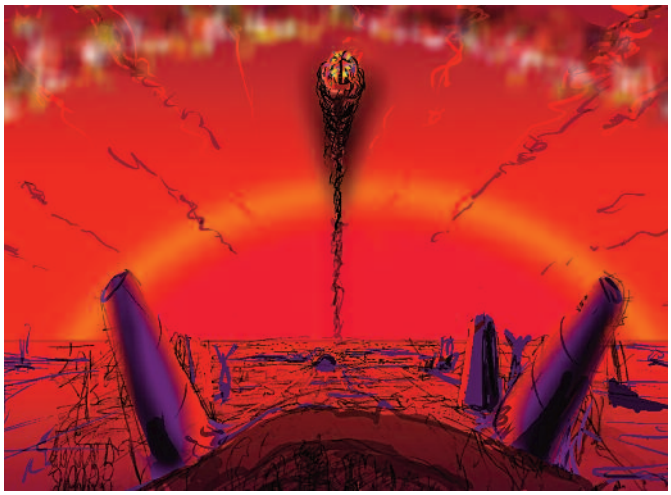
Under the carbon is a piece of dilithium 1^3 km diameter of 1.3 x 10^{12} ton mass and a uniform gravity field of 0.(1d10)g.

Perfectly spherical to the millimeter, its rotation matches velocity; rotating clockwise and perpendicular to its vector.

The Moon is the core of an impossible star. It will collide with the planet's ice ring at the moment of opposition.

Its final trajectory will drop it deep into the planet's atmosphere just over the horizon where it will seemingly rise out of the star prior to hitting the ring.

The planet's atmosphere will clean the carbon off the moon, creating a black trail in the sky headed by an ever-larger and flaring, red diamond.



The collision itself will do 'nothing'. The deflector-warp array in the Temple below will unleash a burst of energy creating a singularity strong enough to hurl Borvan into eternity.

If the singularity is opened, the energy burst will turn the entire Moon into a burnt piece of useless dilithium.

If the singularity is not opened, the moon is on a collision course with the Brown Dwarf which will turn the entire moon into a burnt piece of useless dilithium.

Apart from a few samples for analysis, there is no 'useful' amount of dilithium that could be mined before the stellar smashup and no meaningful way any amount of available Starships could deflect the trajectory with their tractor beams in time.

THE CONJUNCTION

"When the diamond meets the ring."
Locals will say they are soon to attend the Grotto.

"...and Borvan will rise, render us in his tender mercy as we travel with him through the immortal infinite, bringing his enlightenment to all. Borvan be praised. May our miserable deaths be to his glory."

The Locals understand that in their death, their minds become one with Borvan. While the body dies horrifically, the mind journeys with Borvan forever in pain of their death.

Locals will know it's time to go when it's time to go. They know it's soon.

If not otherwise destroyed by now, Borvan will initially manifest in a dusty form floating effortless from the Sanctum to the Altar and into the Gallery, down the Hall of Infinity.

Upon reaching the Temple, Borvan would be fully corporeal to then touch the singularity and fulfill his prophecy; becoming an inter-dimensional being of pure-mentality and horrific evil. Existing forever across the universe and through all histories.

Borvan will stop to pick up all Katra stones. Borvan is the stronger for sucking them all up as he retains control and draws on all their strengths.

Borvan must be in the Temple by the Conjunction to initiate the singularity, which is automatic. He will fully manifest when the moon streaks clean from the sky on its way to collide moments before touching the singularity. He cannot be harmed in ghostly form.

PLANET HISTORY

An advanced, non-space faring and global population on Borvan's arrival.

With one ship and crew, "The Merciless Horror", Borvan easily disabled or destroyed all threats before announcing his presence.

By the time the populace could have reacted, it would have already been too late. The technological gulf between invader and invaded was too vast.

With suppression, all smartie-pants, artists, teachers and free thinkers go first with all skills of any kind eventually erased. Then, millenia of enslavement.

Borvan's ship would have failed relatively early on, stranding them, but not before it was no longer needed at all. Many crew died early on. No progenitors and no interspersing with local DNA. The Vulcans were trapped, but it was Borvan's intent.

The first few hundred years, all history and time would have been destroyed. All Vulcans would have died off by about the same time as well.

By ritual ceremony, Borvan's Katra would be willed into a talisman. While his mortal remains may turn to dust, the talisman would reform his corpus to act as needed while his mind roams different realms of existence.

Most all of Borvan's Acolytes and Generals would have attempted the ceremony. Not all would have been successful. Those that were, will not all have survived the millenia. Their Katras simply dissipating over time.

BORVAN'S INTRODUCTION

The first any of this planet's government or military would know of Borvan was when their global systems started blanking out.

The first any common citizen would know of Borvan was when their ice moon exploded minutes later.

Ten minutes from 'go' and the planet was helpless before Borvan and his minions. It was then that Borvan would co-opt planetary media and broadcast their fate.

"I am Borvan, your god. You shall praise me with your death."

He would then use sub-sonics and other means to cause the global society to attack itself in a frenzy before going on to establish perpetual dictatorships through dedicated psioinic coercion and direction.

RISE OF THE LICHES

Borvan and even his youngest followers would have died ~1,900 years ago. Yet, the psionic influence of the Liches would maintain horrific control the entire time.

From secret locations, the undead Vulcans would telepathically influence the minds of the successors and pretenders for millenia onwards until finally revealing themselves to the last fraction of the surviving descendents.

For thousands of years the Liches whittled all life down while maintaining a bloodlust frenzy in few enough to control all.

With the Liches revealed came a new threat, their pets. Some minds were so contorted by the psionic influence they were bodily transformed into mutations of themselves.

Mindless, yet nightmarishly cunning these cannibalistic creatures were once people; parents, siblings, children. Each Ghoul someone precious once known, become an unrecognizable blasphemy of their former selves.

Centuries of charismatic dictators playing their parts reduced to these mindless beasts turned task masters.

The last thousand years has been quieter than the first thousand years as most life was extinguished by then. The last hundreds of years has seen a steady and precise dwindling of life all over the planet.

All life is now clustered to one location near Borvan's last surviving Temple complex.

Polluted spring water feeds the locals. A permanent torus of rain a dozen miles(km) across pours down around the perimeter of the life zone.

The formerly habitable zone of the planet is a strip some 100 miles across and is littered with suggestions of ancient constructs.

There is no sign of life anywhere down to the bacterial level. 99% sterilized. Indeed, one Lich has spent centuries roaming the vast wasteland with a pack of ghouls searching out every last microbe for destruction.

PLANETARY LOCATIONS

THE TEMPLE COMPLEX

The Temple itself is a functional control room overseeing the complex. It contains the warp and deflector elements of the "Merciless Horror's" hull and nacelles and from which funnels stellar radiation from across the horizon into the ship's batteries, creating a distortion field by-product.

The entirety of the Temple Complex houses a vast battery unit. It has been accumulating power since day one in preparation for Borvan's ascent.

The initial Temple control room itself is very familiar to any Vulcan crew. Beyond an artifice, a hall leads to a control room that oversees the battery field. There are sub-stations across the 25 sq. mile field.

It is the collective mental force of the Liches that artificially maintains this and all the structures. On their dissolution, especially that of Borvan himself, the Temple will collapse into ruin and molder to dust. Statues will crack, crumble and fall. Walls will collapse as boulders at the top, but nothing more than fine powder hitting the floor.

NOTE: Starship weaponry fired at the battery complex would vaporize 100 square miles, 10 miles deep.

THE DISTORTION FIELD

The Field affects the weather creating a circle of perpetual rain around the perimeter, some dozen miles across.

The Field is not a stationary warp field, nor characteristic of deflector or magnaflux energies. It appears to have characteristics of both, yet contradicts each. Long term study is needed for better understanding.

The Field affects everything within a dozen miles of the Temple with the immediate area around it being near invisible to ship sensors and falling off quickly to the perimeter where the effect is mild-to-negligible.

The effect mars ship-based sensors, local scans and all signals sent to or from the area. Local comm signals are slightly stronger to each other than to orbit. Science equipment also yields high noise-to-signal.

The field also affects Psionics, which is lucky for the crew, though some may still filter through to the ship's crew.

THE HALL OF INFINITY

Legend *is* correct and Borvan's plan is to ascend to immortality and traverse all time and space. The exact interpretations as to what that could possibly mean is anyone's guess.

The actual Hall is historically described only peripherally and only in vague terms to layout or function. A specialist in Vulcan Ceremonies (or Vulcan Anthropology at 1/4 rating) is needed for more details.

The idea is that by traversing this Hall and a threshold set at the end, one comes to bodily touch a singularity and are transformed into another form of being of unknown characteristics, other than immortality and omnipresence.

As applied to Borvan, he is seeking to become a timeless, inter-dimensional being of pure mentality and likely horrific evil

that would somehow manifest itself in all places at all times across all histories.

The physical hall is simply the hallway entrance to the Temple control room.

THE ASCENSION

The act of touching a singularity and transformation of being.

The requirements tally to a given amount of energy applied in a particular manner under certain conditions.

Borvan does not have an actual singularity at his command so is seeking to create one. While the gravitational forces of an opposed conjunction are in normal space, negligible; when studied in warp space and applying battery power and a carbon-coated dilithium moon plus rings of hydrogen, that is another matter.

At opposition, Borvan will have coalesced in his throne and walked to the Hall to be in position to touch the singularity as the Dilithium Moon hits the rings and the warp field and battery complex go off.

As Borvan manifests in his sanctuary, he will first rise as the set of remaining bones, trailed by the dust of his body. As this apparition leaves the ship, walks the Grotto down the Gallery to the Hall at the end of the Temple, he will steadily become more manifest until fully flesh and whole as in his youth at the moment of Ascension.

Despite all other encounters, it is only now that Player Characters present can actually 'see' what Borvan looks like. Borvan is seven feet tall, ripped muscles accented by warrior leathers. The armor is decorated with death motifs. Borvan's face is chisled, his skin olive green with forest undertones. He carries a fearsome pole arm, a modified Lirpa with spikes and bayonet.

THE GALLERY

A long, high-arched tunnel, the Gallery has been carved into the cliff face and leads to the Temple control room.

The exterior resembles an open maw, replete with long mosses and vines dangling down.

Above the entrance, two warp nacelles are thrust into the grounds of the desert plain above to form a crude and very large 'V'.

About the base of the entrance, the vines and vegetive piles are like gobs and tendrils, falling and drooling around the cave opening. Despite all being dry around them, the plants are sickly wet to the touch but dry upon the skin, though sticky.

Along the entire length of the ceiling are dozen-foot long spikes, a foot across at the base. If there's one, there's a thousand or more.

While light at the entrance is a relatively blinding glare, it dies off quickly. Not a quarter of the distance down and all is pitch black. There are no indications of lamps, light fixtures or any other means of illumination.

Though dark and seemingly murky, everything registers as fresh and new as if made only this morning.

Along the walls at eye level on both sides and into the deep darkness are stone reliefs from massive to small. Various pedestals hold statuary here and there of different sizes, materials and subjects.

THE RELIEFS

Psionically-imprinted memories engraved in the living rock, the reliefs scream their stories at passers-by.

At first, one might hear a half-thought that attracts their attention. The carvings seem to specifically call to a person, if not by name, by some familiarity, gently luring them closer to engulf the viewer into their scene.

Crewmates will simply see their motionless comrade staring intently at the wall carving. Save vs. PSI Vector at +10 per relief looked at.

The entrapped viewer will be immersed in the tableau's story line, unable to discern their former reality or self from current circumstance.

Characters are simultaneously non-corporeal observer and all, some or none of the participants caught in the frieze at any given moment of experience.

Characters cannot interact with, change nor affect events around them and can only witness or suffer things as were, until Borvan comes on the scene.

Borvan's psychic impression and connection to each Relief allows him to know when another mind has been touched. He can then enter the Relief and interact with any viewers. He can speak, but not harm.

Borvan has total control over the reality and can move time or space as he sees fit. Borvan cannot psionically attack a viewer through the Relief, but can otherwise psyche them out in every other possible way.

Despite looking right at him, face-to-face, characters cannot later describe Borvan to any detail at all. Not even whether he is Vulcan or not!

Borvan will split from the historical account to focus on the viewer, addressing each by species first and last name.

"An-dooor -e an." "Yooo-mahn." etc.

"You are... Yooo-mahn. Smith. Ally to Surak. Your time is .... Nowww..."

"Your death is mine."

And similar sentiments on ultimate fate.

> If addressing a Vulcan Character,

"Son of Surak? It is! As it was, it is. Wait for me. You shall attend me at Temple. My final, mortal work, the blood of Surak's sehlat shall paint my Ascension!"

Each Relief would be a different era and subject, though some are similar to each other. They all involve populace being slaughtered or moments of the Vulcans or Liches in action.

Improvise stories based on what's been written so far. Player's may have common experiences, but should get unique stories as well. This is the opportunity for story exposition, so be generous on details. Not even the Locals have any notion of this info.

SCENE: Military Control Room as Borvan takes over, psionically instigating a bloodbath firefight. *(See the film, Terminator 3*)

SCENE: People on picnic look up to see their Moon explode followed by Borvan's message on radio sets and the immediate and overwhelming incitement to bloodlust and murder as they turn and tear each other apart.

SCENE: Various stages of planetary destruction and feats of Borvan as detailed throughout this work so far. Also establishing the temple, altar and ship.

SCENE: No matter the story, they all end with death of all portrayed. This is their psychic death scream, forever captured in rock.

SCENE: Describe story backgrounds and elements so far given here for you the GM.

Whether Borvan is on the scene directly or not, no other of his entourage is ever seen or named throughout all of history. It's always and only been Borvan alone.

Yet, there is always some 'other' presence, or more than one, unseen, unknown mind. There, but not there.

GALLERY GUARDIANS

One Lich, Musica, is at the far Temple entrance waiting in blackened silence.

The other Lich is at the edge of the gallery entrance, just out of the light. This Lich is the Metamorph and is disguised as the floor.

If Metamorph calls for help, Musica will sing down the hall to lure Player Characters to it and hopefully into traps awaiting.

On Lich's dissolution, objects will noticeably age, dirt will spontaneously accumulate and lots and lots of ceiling spikes will fall to the ground, disintegrating on impact and causing no damage.

THE CEILING SPIKES

Any spikes that fall while the Liches are alive cause massive damage to any they hit.

Per Turn, roll 1d10 on each table below.

1.

# Spikes	d10
1	1-4
1d10/3 rd	5-7
1d10/2 rd	8-9
1d10	0

2.

Damage	d10
1d10 ea	1-5
2d10 ea	6-9
3d10 ea	0

Per Turn the Players are dodging spikes, each will roll a LUC save to avoid being hit. Per Turn after the first, saves should become ever more difficult, representing a building crescendo of spike falls.

A failed save indicates the character has been hiit according to the previous tables. The damage table should be rolled per spike that hits.

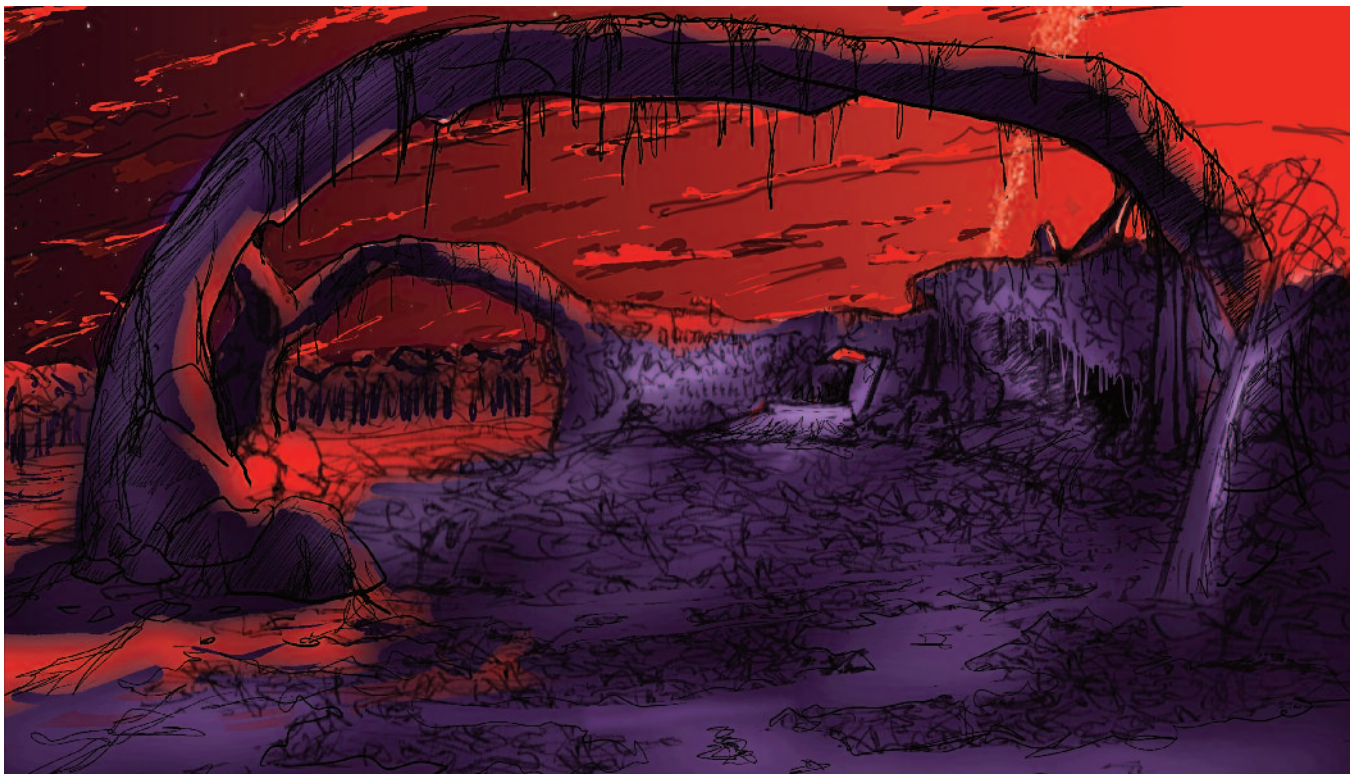
Characters are completely safe staying close to the walls, behind the column line. They will be slowed by 1/2AP and subject to the Reliefs.

THE GROTTO

The Grotto itself is a large bowl, tangent to the Cliff Walls upon which the Temple Complex resides. The Grotto is defined by natural stone monuments and buttes. Think, Trona Pinnacles, California for looks.

The few clumps of grass are slick and sickly looking. Dirt is the primary design feature with carpets of moss and lichens, tangled and decaying vines everywhere. The place stinks of rot.

On closer inspection, the yellowish-white specks in the dirt mound are all various humanoid bones, oddly preserved given the apparent age. Millenia of bones and weathering and buildup. And stench.



THE CENTRAL MOUND

Mostly solid enough to walk upon, but requires initial COOL save +10, first turn, +05 2nd turn, +0 3rd turn after which the Characters have controlled themselves enough to:

(odds)

Avoid wretching their guts out in disgust for 1d10 turns or;

(evens)

Flee at top speed to the nearest edge even if that edge is not the one they started from.

When finished wretching, make the second save. Success will allow you to keep going towards your 3rd save.

Failing a 2nd save vs. wretching will cause 1d10 Temp Wound Damage from the convulsions. Failing a 3rd save will cause UNC for 1d10 Turns. The character passes out face down in the decay.

If flight is taken and are still on the Mound in the 2nd turn, make a straight COOL save. Success keeps you moving forward. Failure roots you to the spot in a growing panic. 3rd turn make COOL save +20 or go UNC for 1d10turns. The character collapses prone into the decay.

Even if succeed in all rolls, holding one's breath is not sufficient!

The effect seems to infuse the very skin and coat the hair. Like an invisible slime; it can be felt on the eyeball and creeping up even the closed nostril and on the surface of all equipment and clothing. It can almost be seen in the air itself.

Equipment registers nothing other than standard pollens, pheromones and other particulate matter typical of any Class M world.

The Mound will collapse, decay and settle on Borvan's death or departure from the ship. New vegetation will grow in a single day thereafter.

The spaceship, by the way there's a spaceship in the center of the Grotto mostly buried under the Mound, will also collapse into ever smaller pieces and be rust particles and debris before touching ground.

The Mound is central to the Grotto and rises some dozen or more feet off ground level. Centered within this is the aforementioned spaceship. At the base of the Cliff Wall is the entrance to the Gallery.

From the Grotto is one path that leads to the Village. Not so much a deliberate path as a lack of all vegetation.

THE CLIFF FACE

The walls are dozens of feet tall depending on where you count them and miles long in each direction. Atop this is a plain upon which the Temple Complex is built.

The walls are carved from top to bottom with a combination of Vulcan runes, or rather, derivations thereof; and a death mask of every face of every local killed by Borvan. Not simply a mask, but their psychic moment of death itself.

Each mask holds the death experience. Viewers falling under its power (PSI Vector save per death mask specifically gazed upon) will stand there helpless, continuously experiencing that person's death until a crewmate pulls the affected Character away or destroys the mask. If destroyed, the mask will reform over hours as long as the Liches exist. Otherwise, they will weather and crumble appropriately given the individual age of the relief.

If any Characters are killed by a Lich, their facial likeness will explode from the rock wall, memorialized in stone. On dissolution of the Liches, all faces will instantly weather to their rightful ages, some washing away entirely while more recent are sharp and fine. All told, there are some billion of them.

SIGILS AND RUNES

All glyphs are bastardizations of Vulcan symbology except for a very few related to Borvan himself, such as his initial letter, 'Bo'.

The writings are otherwise indecipherable without a specialist and library access. Ship's computers would take too long if at all.

All statuary and imagery is based on ancient Vulcan stylings with few surviving examples back at home for comparison. Vulcan characters will for once be forced to say it 'feels' true without proof or definition.

Suffused with it all are elements of ancient Vulcan 'religious' ceremonies. Seeing these things will connect many dots for Vulcan characters, the various meanings and origins of symbols, words and shapes.

BORVAN'S SPACESHIP

"Merciless Horror"
"Unending Danger"
"Terror that Hunts"

The design is too ancient for modern registries. The computer is entirely ancient Vulcan and indecipherable without specialist access. The log is complete and total. Borvan was a narcissist for details. The system is unlocked to boast to posterity.

The computer and any component can be dismantled and pulled from the Horror.

Captain would send the shuttle rather than beam for the antiquity of it. If not, send a special computer rig and team to copy it in-situ.

The Horror was Warp 1 capable at best. A small design, no shuttles, certainly no Materializers back in those days. The old-tech Warp Drives instilled time dilation effects with causal abnormalities.

There is a cache of crude dilithium shards of low quality towards engineering.

The deflector array and batteries have been stripped from the ship and moved to the Temple Complex millenia ago with power lines running to the Horror through the Grotto and into the Gallery and Temple.

On Borvan's 'death', Acolytes brought the ship to its resting place. Standing in a circle around it, they raised their arms and the hull of the Bridge was telekinetically ripped asunder.

Clustered about the hull of the ship were thousands of Locals who were all shredded to death in the metal winds unleashed. They are the base layers of the Grotto's Mound. Use this for Gallery Relief stories.

On the second day, an Altar was fashioned. The third day saw the Gallery created. Fourth day caused the Temple to rise.

None of the Acolytes were seen until the tenth day on what would become the first Festival. For the next ten days, one hundred Locals per day since Borvan's death were slaughtered on the Altar.

This, every century thereafter until the population fell below margins whereupon the Liches went into hibernation.

The Horror was used to dominate the planet until it could no longer. The two nacelles are jammed into the ground above the Gallery entrance.

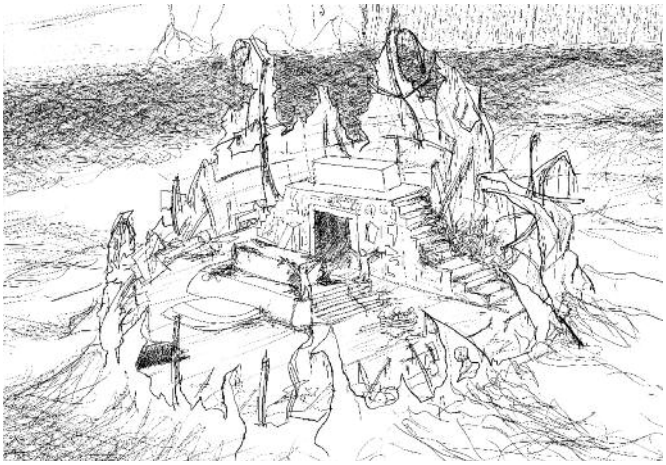
The Horror's tail is intact, but in a state of collapse with much of the faring fallen away to show the ribbing.

THE ALTAR

The outer bridge hull was ripped asunder by the telekinetics amongst Borvan's troupe, each taking small areas to achieve a greater effect. The Altar itself is thick with the blood of centuries and akin to a raised tomb upon which the Sacra are slaughtered.

All the old control panels and bridge stations and controls are long gone. Various access panels are still available. There is one primary entrance to the rest of the ship.

There is also one emergency exit that is unseen and likely forgotten about by the Liches. It is certainly unknown to the Locals. It can lead to wherever the GM cares and used to advance the story or as red herring.



THE SANCTUM

Engineering is now Borvan's Sanctum adorned with statuary and glyphs. The only power is in the Sanctum.

Pristine is the reactor room. Its walls are draped with robe. Candles burn eternally all around. The glow of radiation permeates from the unshielded and open reactor.

Upon the dilithium pedestal sits the remains of a collapsed and decaying skeleton, but for a bejeweled skull.

It is all decorated with narcissistic flair and architectural appointments; a shrine or memorial throne room.

Materials are mostly bone and local stone, metal, wood and fabrics. All decorations were sculpted by psionic means and show an odd look that only shaping by non-physical means can yield. Sharp, yet round. Blobby, yet defined.

All materials and internal areas show their age. There is no pretense to maintain. The overwhelming gloom, decay, neglect amplifies the sense of nightmare that Borvan is.

The only light is from the exposed matter/anti-matter intermix chamber door. The glow bathes Borvan's decayed remains perched atop the dilithium pedestal-turned-throne.

While the radiation is not overwhelmingly strong, don't linger. Everyone will need radiation treatment later.

BELOW DECKS

All halls, quarters and various control rooms, hardware and internal superstructure are pitch black, but far from empty.

The place is filled with a thousand years of dirt blown in through the open access ports and collapsed hull walls. Crawling with insects, death and decay. The walls are caked thick with the dried blood of thousands of victims.

The farthest corners of the ship are stacked tightly with bones. The walls are decorated in bones. A million femurs line the walls. Tens of millions of metatarsals provide fine decorative motives. Most every ceiling, wall and floor is covered with bone.

Behind the bone are standard storage locker doors, access panels and such. Getting to them requires smashing through the bone surfaces.

Design your layout to suit. Spend some time on jump scares, dead-end halls, collapsed floors, broken ladders, shafts clogged with centuries of rotting corpses, a hungry ghoul, etc. There is no need to explore, but players being players...

THE PERIMETER

Around the Village and Grotto is a perimeter of the last vegetation on the planet. All growth of trees and underbrush is impassable as it has never been groomed.

There are no animals to speak of, but insect life is abundant and stays tightly confined to the dense brush.

Beyond the perimeter, the planet is barren rock and sterile dirt.

THE VILLAGE

Miles from the Grotto, it's not so much a village as an arrangement of open-air styes with mud-straw walls in the 2-3 foot tall range.

There is a spring on one side of the Village. On the other a small stream emerges from the rocks and disappears down a sink hole further away. This is the hygiene side of things. Food is nothing more than various roots, grasses and insects; water the only liquid to drink.

There is no industry or evidence of any skill or knowledge of any kind. There are no markings or imagery. The Locals have no stories to tell. Things simply are.

THE LOCALS

"We are we."

"We do not understand 'name'." "I am me." They are them." You are you." "He is him." She is her." "We, are we."

All can speak, but there is no writing or creative expression. No learning of any kind.

"There is sleep and not-sleep."

"It was when it was." "It happens as it does, when it will. There is only now then now or then."

"We don't know. We only know."

"We are but Borvan's dream who dread his coming nightmare."

"Borvan is I/we and not I/we."

The Locals have no history. Each knows what they know and that's about it. No sense of time at all. No complex thought.

They are thin and gaunt. Their skulls are large, large black eyes point downwards more than straight ahead as most bipeds. Their brow ridge shields from the sun.

None live past ~25yrs old and as young as newborn are taken in the night.

Their population is down to the last 1d10/3+1 dozen members of all ages.

The last two children will be the first locals the crew meet. They are the Sacra on their way to Temple. They are oblivious to all around for their minds are controlled. Every hour thereafter, two more locals will be called.

The red dwarf never moves in the sky and the distant stars fly by so fast they are not useful for long-term time keeping when people don't know how to count in the first place. There are no maths or need for maths.

Locals use large plant leaves as clothing. There is no weather as such and temperature is always the same Nevertheless, clothes offer various protections such as from Sun, insects, scuffs and scratches. The leaves are large, spongy with one side able to tack to skin.

Locals eat bugs, mosses and lichens. They do not grow or produce food.

Each day the Locals gather for a psionically triggered ground swell of bugs which the Locals then do their best to eat as many as they can.

The ground will explode with insect life pouring out. Trails upon trails of flying bugs will stream from nowhere to engulf the locals.

Amongst the locals, there is no leadership to start. By the end, several will have stood out and organized the others. They will slowly adopt names, even taking the name of Player Characters they see as inspiration.

THE GIFT OF BORVAN

At birth, Borvan implants into the Local's mind an empathic sense of the others emotions and a telepathic 'beacon' to track them.

In some ways the ship's crew will be invisible to the Locals for the lack of this beacon. The Locals would at first regard the crew as novelty objects or a strange form of plant, perhaps. As they interact more, the Liches will begin to sense a disturbance they cannot identify. They will send ghouls to investigate.

The psionic empathy keeps the Locals in a sense of doom at their pending deaths as experienced regularly by the Sacra.

"The sleeping dream and waking nightmare that is our lives. To serve Borvan. May he grant us merciful death."

The Gift will backfire somewhat on exposure to the Crew's strength and personal integrities. This will instill these traits into the Locals to rise and fight oppression. Their hope will strengthen their resolve and thus offer greater psionic resistance.

The Liches will be too old and taken by surprise at any resistance and be unable to fight them other than to call the Ghouls to feast on the rebels.

THE SACRA

Ever more often lately, a pair of Locals will wake or stop what they are doing, pair up and walk to the Altar.

In a trance, each will lay on the Altar. Four ghouls emerge from below to gnaw on the Sacra before dragging one below to Borvan and one Sacra through the Gallery to the Temple.

The Locals will all feel the Sacras' pains and scream appropriately as if they themselves were being eviscerated. Sacra suffer in paralyzed silence.

On the Sacra's death, all Locals collapse to the ground and a distant explosion of rock announces new carving in the Cliff Face wall.

Some Locals recover more quickly than others in 1d10 Turns. 1 in 3 spend 1d10hrs wailing in pain and grief. The wailing will be the players first note of the locals. The Ghouls bay in delight from the forests.

GHOULS AND GHASTS

STR	50+3d10
END	80 + 3d10
INT	01
DEX	30+ 3d10
CHA	01
COOL	100
LUC	01
PSI	01

Expected Averages

1 in 5	**STR 76+**
4 in 5	**STR 75-**
1 in 5	**AP 9**
1 in 5	**AP 8**
3 in 5	**AP 7**
1 in 5	**END 120**
1 in 5	**END 110+**
1 in 5	**END 95+**
2 in 5	**END 90-**

These creatures were all Locals until turned so by the Liches.

They are not especially strong or dextrous, but fight with blind ferocity.

Ghouls and Ghasts have no minds to speak of but are cunning, ruthless and obedient.

They are not especially fast, but when triggered are 'on' until the situation is resolved one way or the other.

They are fully susceptible to all energy weapon settings.

There are no more than [1d10+2] locally within the Perimeter. d% rd of those are within 1d10 minutes of the landing party.

One of those will be 1d10 turns away to investigate any disturbances.

Ghouls have no skill ratings and attack without fear in a berserk rage to the death using their claws and poisonous fangs for 1d10/2 damage per attack in addition to STR.

No matter how many bites land, only one Save vs. current END per Turn is needed.

END FAIL results in paralysis for 3d10 turns + 1 Turn to recover.

Multiple bites do not prolong or otherwise alter the initial effect.

Once paralyzed, a Ghoul turns their attention to another target or will cart their victim off for a personal feast. Any other Ghoul that happens along will fight the first to the death for the victim's meat.

If reduced to END=0 by a Ghoul or Ghast, you become one in 1d10Turns, rising with END 0+1d10, gaining +1d10/Turn until 'fully healed'. The PC is now an NPC unless restored, see below.

The Ghouls drool a virus that eats away at the brain. This causes these creatures to live in a perpetual state of agony.

Once contracted, the virus is soon irreversible within 1d10hrs. Subsequent brain damage is up to the GM depending on exposure time.

Damage manifests anywhere in the brain as points off of any one Attribute, STR, INT, DEX, CHA, COOL or PSI. Unaffected are END and LUC.

Whether these lost points could ever be regained is up to the GM, but should otherwise be treated as a Mortal Wound per either of the Purple Heart Appendices found in ***Jack Photon's House Rules, Book 1, Lifeform Readings.***

Ghasts are the same as Ghouls, but can exude a 10' radius STENCH. Save vs. END or puke uncontrollably for 1d10 turns and +20 on all H-T-H attempts and -1d10 AP (rolled anew per turn) for that duration.

These creatures are telepathic only insofar as they know their Lich master's wishes exact.

Liches cannot speak or glean information through a Ghoul or Ghast other than its status: alive/dead, asleep/ awake, hungry/ sated, etc.

THE LICHES

STR 80+5d10
END 250+25d10
INT 80+3d10
DEX 70+ 3d10
CHA 99
COOL 100
LUC 01
PSI 80+3d10, Max 100.
Borvan=100+3d10
(Avg 88 - 103 PSI Vector/Pool)

Generally speaking, each active Lich has:
A gem storing their Katra on their person. Knock it off and they collapse.

Destroy their body but not the crystal and their body will re-manifest in 2d10+5hrs.

Destroy the crystal plus the body and the soul is forever destroyed.

Bring any crystal back to the ship for study and it will usurp every mind that beholds it, soon taking over the entire crew.

Liches are highly radioactive. Characters exposed will experience radiation sickness within 1d10hrs and be dead in 1d10 days without shipboard treatment. Within 1d10 mins of exposure feel 'woozey', but no serious or lasting effects with appropriate remedies.

Liches cannot be harmed by normal means. Any single blow doing less than 1/10th END, causes none. Any damage over *n* causes only the balance to transfer in Wound Damage.

Liches can be physically confounded; bound, pinned, tripped, picked up or even hurled, weighing ≤100lbs.

A Lich can be touched without harm. However, a Lich's touch causes 1d10 frostbite per AP of contact. 10 AP = 10d10 wound damage ala' cold to the victim.

If the Lich grasps with both hands, save vs. PSI Vector or be paralysed for 1d10 turns + 1d10 cold damage per AP while grasped. Once paralyzed, a Lich will turn its attention to the next target and get back to the first victim in due order.

On first sighting of their first Lich at any distance, Characters Save vs. COOL+10 or:

(odds) Flee in the opposite direction for 1d10 turns

or

(evens) Be rooted to the spot for 1d10 turns

On second sighting, COOL+05 for 1d10/2 rd turns and on third sighting, COOL+0 for -1d10 AP.

Subsequent sightings instill no greater fear or revulsion than first experienced and is under control here on.

If make the first save and remain in the presence of the Lich, roll 1d10 turns before the second save is necessary as a new wave of psychic dread washes over the Character. Same for the third turn and that's all.

And if you've been in the continuous presence of a Lich for this long, you just might start showing radiation fatigue and later burns and incapacitating sickness may be nearing onset.

There is *n*% chance a given Lich will collapse into a pile of debris given all the action as they're not used to it after centuries of isolation.

Collapse may also occur based on damage sustained vs. 1/10 END, 1/2 END, 1/4 END, etc. Invert this to the % chance of collapse at those thresholds. So at 50% END, there is a one-time 50% chance of collapse. At 1/4 END = 75% while 1/10 END = 90%.

If collapsed, re-manifestation will take 1d10+2hrs and another 1d10hrs before active again.

ALL remains can be disintegrated, but if Katra stone remains, Liches will always re-manifest within 2d10+5hrs.

All Liches stay out of the light which causes 1 END per turn Wound Damage.

Energy weapons cause full damage. This type of damage will never heal.

STUN will cause a Lich to lose 1d10AP, hesitating, but have no other apparent effect. On being hit once, they will 'understand' the intended effect and play along to later strike the unsuspecting crew.

All Liches are devoting some PSI to maintain the physicality of their surroundings. Normally these things would have weathered to ruins over the centuries.

The Liches also psychically boost Rampant's body as his Katra stone is at the Temple while he is on the other side of the planet.

The Liches influence the planetary environment and maintain the power equipment for the big moment. The Liches control the Ghouls and instill a low level of fear in the Locals.

On dissolution, the Liches' remains immediately scatter into particles on the wind *and* some architectural aspect of the complex will collapse into dust.

Liches are Emotive Vampires and feed off the pain of the Sacra.

Each Lich is out of practice and not at their prime as far as fighting the Crew goes.

Each Lich has a specialty.

There were other Liches, but they faded over time or failed to transition. Create more Liches or alter these using ***Jack Photon's House Rules, Book 2, Psionics.***

SYLLABUS PSIONICA

NAME **BORVAN**

SPECIES **VULCAN**

STAR SYSTEM **VULCAN**

AGE CATEGORY I X C M IMMORTAL ETERNAL

PSI CATEGORY I II III IV V VI VII VIII

PSIONIC ABILITY

Attribute **110**

(INT+CHA+PSI)/3 Vector **103**

Pool **103**

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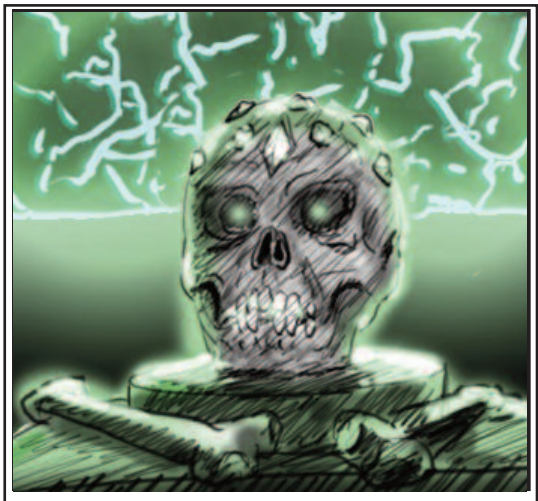
FINDINGS

Borvan's high PSI rating is a freak of nature event for no other Vulcan has ever had had 100+. It is perhaps in part to this he became the psychotic monster he was known to be.

Emotive Vampires such as these Liches gain susteneance through the pain and anger of others. Satiation would take some time and be irrelevant to one-off game purposes.

Should PCs take a Katra Stone aboard ship, then over the long term sustenance would allow the Lich to manifest a body once a critical threshold was reached. Consider this more dramatic plot device for which campaign-specific rules can be clarified at game time.



NAME/SPECIES: **BORVAN**

Combat Skills	To-Hit	Damage
Hand-To-Hand	50	2d10+5+Cold
Lirpa	80	4d10+9
Ahn-Woon	75	1d10
Sword	75	4d10+3
Staff	75	3d10+3

PERSONAL RATINGS OR SPECIES MODIFIERS

STR	END	INT	DEX	CHA	COOL	LUC	PSI
106	385	100	90	99	100	01	110

FOOLIES	FOCUS	PERCEPTION	PERSEVERANCE		ACTION POINTS
			INT	END	
99	99	50	50	193	13

DEMONSTRATED PSIONIC POWERS, TRAITS OR ABILITIES

AWARENESS	E.S.P.	TELEKINESIS	TELEPATHY	TELEPORTATION
Armor	Clairaudience	Macro	Automata	Seseportive
Empath	Claircognizance	Micro	Fauna	**Projective**
Enh STR	Clairescence	Transmute	Musica	Apportive
END	Clairgustance	**Cryo**	**Sentiens**	
INT	Clairsentience	Electro		
DEX	**Clairvoyance**	Energia		
CHA	**Mortiscognition**	Kairos		
COOL	**Precognition**	Pyro		
Invisibility	Premonition	**Flight**		
Levitation	**Retrocognition**	Punch		
Metamorph	Psychometry	Wall		
Pain Reduction				
Speed				
Supersize				
Suspend Anim				

OF ADDITIONAL NOTE

Borvan's teeth are Katra Stones. Many hold one Vulcan katra. Some stones are empty.

En route to Conjunction, Borvan will take additional stones with him which are located in the Temple control room.

Borvan's remains and form cannot be harmed by any means prior to full manifestation in the Temple control room just prior to conjunction.

If prior to Conjunction Borvan's remains are tampered with or moved, ghouls will seek out the bones and return them to the dilithium throne -and eat the aggressor.

SYLLABUS PSIONICA

NAME **TEMPLE**

SPECIES **VULCAN**

STAR SYSTEM **VULCAN**

AGE CATEGORY I X (C) (M) IMMORTAL ETERNAL

PSI CATEGORY I (II) III IV V VI (VII) VIII

PSIONIC ABILITY

Attribute **95**

(INT+CHA+PSI)/3 Vector **99**

Pool **99**

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NAME/SPECIES: **TEMPLE**

FINDINGS

In life, Temple Lich was one of the greatest engineers of his time, contributing immensely to Vulcan's earliest warp technologies and responsible for sending Borvan to infinity.

Temple Lich's attention and all psionic power go to maintaining the facility and is entirely 'in tune' with its function. It will know of intruders through sensors but cannot sense their minds nor affect them except via self-defense programs of the GM's devising.

Temple Lich can use the energy of opponent weapons against them such as redirecting phaser beams mid-stroke to hit the weapon holder or anyone else, for example. Energy feedbacks and other fun can destroy or play havoc on opponent equipment.

Combat Skills	To-Hit	Damage
Hand-To-Hand	60	2d10+3+Cold
Lirpa	70	4d10+8
Ahn-Woon	90	1d10
Sword	90	4d10+4

PERSONAL RATINGS OR SPECIES MODIFIERS

STR	END	INT	DEX	CHA	COOL	LUC	PSI
97	440	95	88	99	100	01	95

FOOLIES	FOCUS	PERCEPTION	PERSEVERANCE		ACTION POINTS
			INT	END	
99	97	48	48	145	12

DEMONSTRATED PSIONIC POWERS, TRAITS OR ABILITIES

AWARENESS	E.S.P.	TELEKINESIS	TELEPATHY	TELEPORTATION
Armor	Clairaudience	Macro	Automata	Seseportive
Empath	Claircognizance	Micro	Fauna	Projective
Enh STR	Clairescence	Transmute	Musica	Apportive
Enh END	Clairgustance	Cryo	Sentiens	
Enh INT	Clairsentience	Electro		
Enh DEX	Clairvoyance	Energeia		
Enh CHA	Mortiscognition	Kairos		
Enh COOL	Precognition	Pyro		
Invisibility	Premonition	Flight		
Levitation	Retrocognition	Punch		
Metamorph	Psychometry	Wall		
Pain Reduction				
Speed				
Supersize				
Suspend Anim				

OF ADDITIONAL NOTE

While pre-occupied with the state of things, Temple Lich is able to shift focus away to deal with such things as intruders. The Temple could not however maintain itself for the time it would take for Temple Lich to reform its body should it happen to be destroyed. Others would have to take control.

Temple Lich's powers keep the machines running, the energy flowing and entropy at bay. Should Temple Lich be destroyed, entropy would unravel millenia of decay in mere minutes to hours. The complex would not explode, but all systems would fade out. Some systems could catch fire, melt down or cause other localized catastrophes at GM Discretion.

SYLLABUS PSIONICA

NAME **MUSICA**

SPECIES **VULCAN**

STAR SYSTEM **VULCAN**

AGE CATEGORY I X (C) (M) (IMMORTAL) ETERNAL

PSI CATEGORY I (II) III IV V VI (VII) VIII

PSIONIC ABILITY

Attribute **96**

(INT+CHA+PSI) / 3 = Vector **98**

Pool **98**

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NAME/SPECIES: **MUSICA**

Combat Skills	To-Hit	Damage
Hand-To-Hand	40	2d10+5+Cold
Lirpa	50	4d10+7
Staff	75	3d10+3

FINDINGS

Musica Lich is likely the least powerful of the five. As such, if things get dicey, will turn invisible at will. Whether to freeze in place, move slightly or flee depends on the moment and will do so silently. Musica can telepathically block sound from a target by creating opposing sound waves in their mind.

Musica Lich's song lulls the conscious mind into placid, then docile and finally submissive state to the point that any commands Musica lyrically invokes will be undertaken by the target mind. It could be as simple as going to sleep per a lullaby; inciting rage and violence with triumphal marches, overwhelming despair with dirges or drive a target to insanity via unrelenting cacophonic soundscapes.

PERSONAL RATINGS OR SPECIES MODIFIERS

STR	END	INT	DEX	CHA	COOL	LUC	PSI
108	250	99	86	99	100	01	96

FOOLIES	FOCUS	PERCEPTION	PERSEVERANCE		ACTION POINTS
			INT	END	
99	99	50	50	113	12

DEMONSTRATED PSIONIC POWERS, TRAITS OR ABILITIES

AWARENESS	E.S.P.	TELEKINESIS	TELEPATHY	TELEPORTATION
Armor	Clairaudience	Macro	Automata	Seseportive
Empath	Claircognizance	Micro	Fauna	Projective
Enh STR	Clairescence	Transmute	**Musica**	Apportive
END	Clairgustance	**Cryo**	Sentiens	
INT	Clairsentience	Electro		
DEX	**Clairvoyance**	Energia		
CHA	**Mortiscognition**	Kairos		
COOL	Precognition	Pyro		
Invisibility	Premonition	Flight		
Levitation	**Retrocognition**	Punch		
Metamorph	Psychometry	Wall		
Pain Reduction				
Speed				
Supersize				
Suspend Anim				

OF ADDITIONAL NOTE

Musica can evoke hallucinations in a target's mind by listening to the songs and melodies the target has previously heard, thereby causing target to reminisce the important people and moments in their life that Musica can then exploit.

Musica can turn a happy moment into a terrible torment and so eventually drive the target to madness, delusion or even a programmable state such as implanting suggestions or taking telepathic control via Daemon or similar technique. Musica can read a target's emotional mind and deduce some factual and helpful notions.

SYLLABUS PSIONICA

NAME **METAMORPH**

SPECIES **VULCAN**

STAR SYSTEM **VULCAN**

AGE CATEGORY I X (C) (M) (IMMORTAL) ETERNAL

PSI CATEGORY I (II) III IV V VI (VII) VIII

PSIONIC ABILITY

Attribute **100**

(INT+CHA+PSI)/3 Vector **98**

Pool **98**

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FINDINGS

Metamorph is foremost a brawler, though it has been millenia since the last fight. A favored tactic is to disguise itself as floor, wall, furniture and envelop a target, shredding them to death with razor teeth inside. Metamorph will also transform into multi-armed animals, those wtih tentacles, poisonous probisci, the tongue aspect of a frog or lightning strike of a serpent to name but a few ideas.

Metamorph will take flight on wing or with swift limb such as a cheetah. It may breath fire as a dragon, shoot needles like a porcupine, ink like a squid or stinking cloud like a skunk. Metamorph can continuously change colors and skin texture like an Octopus for effective invisibility when motionless and somewhat while in motion; even emit light patterns to confuse or mis-lead.

NAME/SPECIES: **METAMORPH**

Combat Skills	To-Hit	Damage
Hand-To-Hand	90	2d10+7+Cold
Lirpa	80	4d10+9
Sword	80	4d10+4
Staff	80	3d10+4

PERSONAL RATINGS OR SPECIES MODIFIERS

STR	END	INT	DEX	CHA	COOL	LUC	PSI
104	410	97	86	99	100	01	100

FOOLIES	FOCUS	PERCEPTION	PERSEVERANCE		ACTION POINTS
			INT	END	
99	98	49	49	133	12

DEMONSTRATED PSIONIC POWERS, TRAITS OR ABILITIES

AWARENESS	E.S.P.	TELEKINESIS	TELEPATHY	TELEPORTATION
Armor	Clairaudience	Macro	Automata	Seseportive
Empath	Claircognizance	Micro	Fauna	Projective
Enh STR	Clairescence	Transmute	Musica	Apportive
Enh END	Clairgustance	Cryo	Sentiens	
Enh INT	Clairsentience	Electro		
Enh DEX	Clairvoyance	Energia		
Enh CHA	Mortiscognition	Kairos		
Enh COOL	Precognition	Pyro		
Invisibility	Premonition	Flight		
Levitation	Retrocognition	Punch		
Metamorph	Psychometry	Wall		
Pain Reduction				
Speed				
Supersize				
Suspend Anim				

OF ADDITIONAL NOTE

@ 3/4 END, revert to normal form and continue attack

@ 1/2 END, Call for help

@1/4 END, Will flee

SYLLABUS PSIONICA

NAME **RAMPANT**

SPECIES **VULCAN**

STAR SYSTEM **VULCAN**

AGE CATEGORY I X (C) (M) (IMMORTAL) ETERNAL

PSI CATEGORY I (II) III IV V VI (VII) VIII

PSIONIC ABILITY

Attribute **93**

(INT+CHA+PSI)/3 Vector **95**

Pool **95**

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FINDINGS

Formerly Borvan's highest ranked and most trusted General. Rampant now scours the land of all life with packs of Ghouls. Rampant's Katra Stone is at the Temple with Borvan's.

Rampant is the only Lich outside the distortion field, but being in another hemisphere cannot aid the other Liches directly.

While Rampant can affect something like an energy weapon by enabling, disabling, mis-firing or even set an overload. Rampant cannot control the energy itself, nor the power packs directly.

Rampant can also cause equipment to mis-read, mis-report and otherwise 'lie' to the user in every possible way. It takes time to learn, but control is ultimately assured.

Combat Skills	To-Hit	Damage
Hand-To-Hand	90	2d10+4+Cold
Lirpa	90	4d10+9
Sword	90	4d10+4

NAME/SPECIES: **RAMPANT**

PERSONAL RATINGS OR SPECIES MODIFIERS

STR	END	INT	DEX	CHA	COOL	LUC	PSI
98	430	94	91	99	100	01	93

FOOLIES	FOCUS	PERCEPTION	PERSEVERANCE		ACTION POINTS
99	97	42	INT 42	END 141	13

DEMONSTRATED PSIONIC POWERS, TRAITS OR ABILITIES

AWARENESS	E.S.P.	TELEKINESIS	TELEPATHY	TELEPORTATION
Armor	Clairaudience	Macro	**Automata**	Seseportive
Empath	Claircognizance	Micro	Fauna	Projective
Enh STR	Clairescence	Transmute	Musica	Apportive
END	Clairgustance	**Cryo**	Sentiens	
INT	Clairsentience	Electro		
DEX	**Clairvoyance**	Energia		
CHA	**Mortiscognition**	**Kairos**		
COOL	Precognition	Pyro		
Invisibility	Premonition	Flight		
Levitation	**Retrocognition**	Punch		
Metamorph	Psychometry	Wall		
Pain Reduction				
Speed				
Supersize				
Suspend Anim				

OF ADDITIONAL NOTE

Rampant's tactic in physical combat is to Supersize with its Lirpa, add Enhanced STR and END for staying power and strike at will.

Rampant would not be able to control a spaceship and wage full combat on a ground offensive at the same time.

GM LICH CHARTS

NAME	AP	S	E	I	D	Ch	Cl	Lc	Pp	Fl	Fc	Pi	Pe
Borvan	13	106	385	100	90	99	100	01	110	99	99	50	193
Temple	12	97	440	95	88	99	100	01	95	99	97	48	145
Musica	12	108	250	99	86	99	100	01	96	99	99	50	113
Metamorph	12	104	410	97	86	99	100	01	100	99	98	49	133
Rampant	13	98	430	94	91	99	100	01	93	99	97	42	141

NAME	LOCATION	PURPOSE
Borvan	Sanctum	Will rise & go to Temple at Conjunction.
Temple	Temple	Keeps Temple functional.
Musica	Hall	Waits at Temple Door. Maintains Temple.
Metamorph	Gallery	Waits at Entrance, disguised. Kill intruders.
Rampant	Wandering	Wanders the wasteland, killing all life.

BARE HAND DAMAGE + CRYO!

NAME	To Hit	Damage
Borvan	50	2d10+5 + cold
Temple	60	2d10+3 + cold
Musica	40	2d10+5 + cold
Metamorph	40	2d10+7 + cold
Rampant	90	2d10+4 + cold

LIRPA

NAME	To Hit	Damage
Borvan	80	4d10+9
Rampant	90	4d10+9

PSI POOL SCRATCH SHEET*

Borvan	~~103~~ 35
Temple	~~96~~ 15
Musica	~~98~~ 33
Metamorph	~~98~~ 40
Rampant	~~95~~ 80

**** presumes some PSI points already in use to maintain status quo. Alter to suit.***

Any damage to Lich that does less than 1/10 END rd does no damage at all.

All damage above 1/10 END rd does the balance of point damage minus 1/10 END ru.

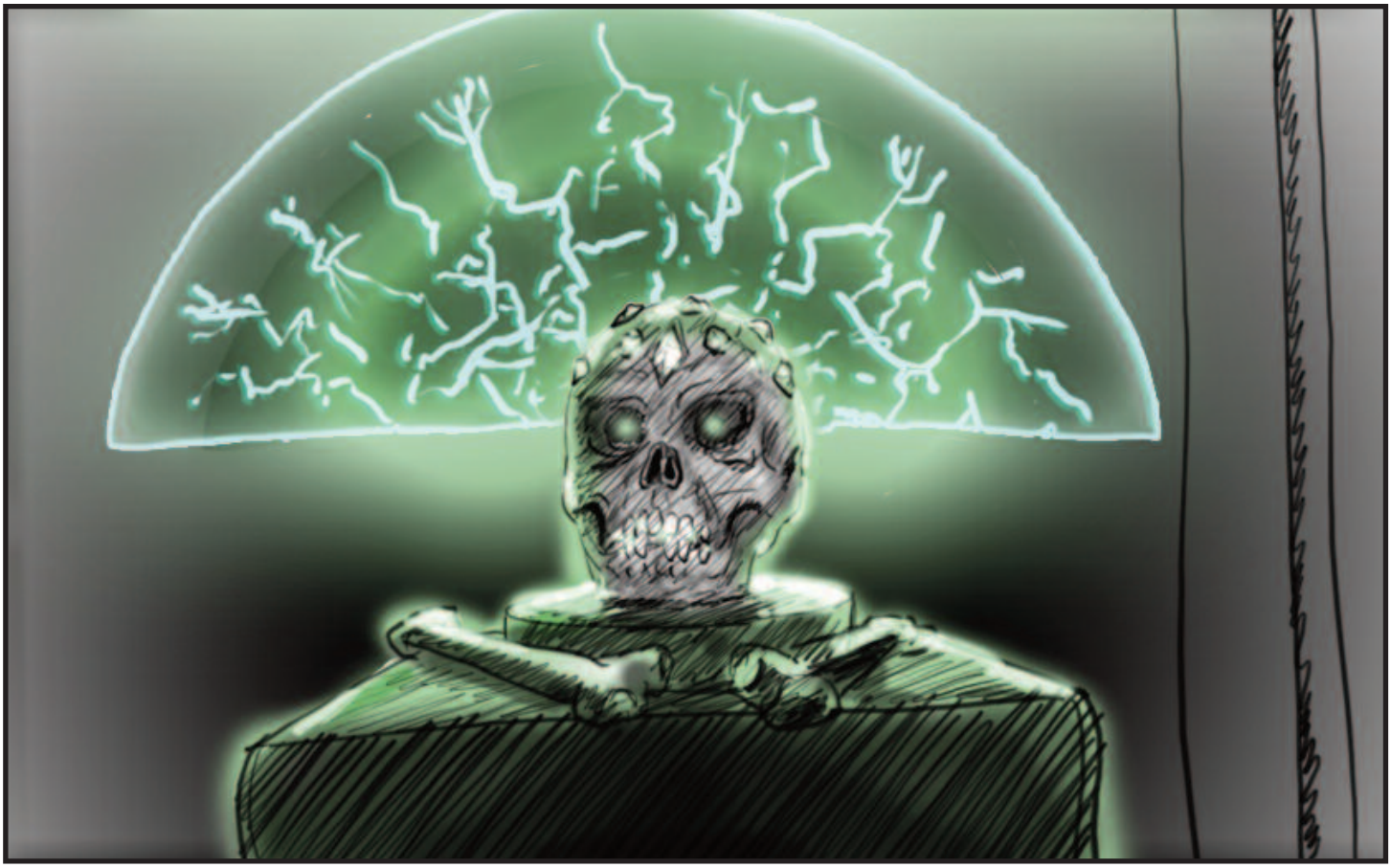
Additionally, see Book 2, Psionics for Armor and Enhanced Attributes.

END DAMAGE SCRATCH SHEET

	SAVES	TEMP	WOUND
Borvan	288		
	192		
END 385	96		
Temple	330		
	220		
END 440	110		
Musica	187		
	125		
END 250	62		
Metamorph	307		
	205		
END 410	102		
Rampant	330		
	220		
END 440	110		

GM LICH CHARTS

Name	Psionics	Basic Attack Strategy
BORVAN PSI Pool 103 PSI Vector 103 PSI Att 110	Armor Enh Atts Pain Redux Suspend Anim Mortuscognition Retrocognition Cryokinesis Precognition Flight Telepathica Sentiens Projective Teleport	Psionic attack is primary weapon. Teleport an opponent away one per Turn. If wounded in same/previous Turn, make Focus roll for success. Will use Telepathy to confuse, distract and otherwise disturb the minds of all opponents. All Liches are out of practice, so powers have atrophied at GM Discretion.
TEMPLE PSI Pool 96 PSI Vector 96 PSI Att 95	Armor Enh Atts Pain Redux Suspend Anim Mortuscognition Retrocognition Cryokinesis Telepathica Automata	Must concentrate on maintaining the Temple structures or they will start malfunctioning and physically collapse with great lapses of concentration. Has a pack of ghouls at the ready. They are kept in induced stasis and take one Turn to re-awaken and one Turn to get their wits during which they can defend, and attack at half AP and at STR/2 rd.
MUSICA PSI Pool 98 PSI Vector 98 PSI Att 96	Armor Enh Atts Pain Redux Suspend Anim Mortuscognition Retrocognition Cryokinesis Invisibility Telepathica Musica	The weakest. Will attempt psionic song to lure opponents and normal telepathy to attack. If physically attacked, will turn Invisible and retreat to the inner Temple.
METAMORPH PSI Pool 98 PSI Vector 98 PSI Att 100	Armor Enh Atts Pain Redux Suspend Anim Mortuscognition Retrocognition Cryokinesis Metamorph Telepathica Fauna	Lies in wait, disguised as a patch of floor at the Gallery entrance. Will ambush opponents for maximum surprise by en-wrapping one or more opponents and shredding them to death with millions of razor teeth. A brawler, Metamorph will then fight as a Vulcan and can emulate weapons with his body, swords, etc.
RAMPANT PSI Pool 95 PSI Vector 95 PSI Att 93	Armor Enh Atts Pain Redux Suspend Anim Mortuscognition Retrocognition Cryokinesis Supersize Kairokinesis Telepathica Automata	Will Supersize self and Lirpa, striking all Will put ship control on hold to deal with lesser local issues. Will attempt subterfuge control of orbiting ship when it is in his hemisphere. Control extends to horizon.



LICHES AND LIVING VULCANS

Upon touching a living Vulcan mind, the Lich will turn on their comrades attempting to steal it and the body for themselves.

All will be done to safely secure any living Vulcan encountered. It must be quickly as the conjunction is at hand.

Each Lich will see this as their chance to grab power from Borvan and become the Immortal Infinite rather than serve as Borvan's accessory.

Any Lich-awareness will require Characters to lock their minds down, whether by Maze, Deadfall or other psionic techniques to thwart intruders. See Book 2, Psionics.

A Vulcan Character could mind-meld with a Ghoul to 'map the network'. However, all Liches would instantly know and seek to steal the Vulcan's body,

LOCALS ON SEEING A LIVE VULCAN

"Borvan returns as promised!
Grant us merciful death, Great One!"

Locals will fall prostrate, wailing in fear and begging for merciful death.

SITUATIONAL AWARENESS

When do the Liches know of the Federation ship and Crew? All will get a new vibe from any Ghoul who encounters the Landing Party. Once one Lich knows, they will all know. Unless it's Borvan, who will keep the secret as long as possible.

Borvan:
Via the other Liches or by visitation to the Sanctum.

Rampant:
On first sensor contact. He won't be looking, but will know when looked at.

Temple:
Mildly aware while ship is in geo-sync orbit until Landing Party beams in or contacts the ship. Lich can then ride the transmission back to the ship.

Problem: Distortion field makes contact weak, even for Psionic powers passing through the field.

Gallery Liches, Metamorph & Musica:
On a major disturbance of surroundings, but not for quiet player investigations. Metamorph disguised as floor would wait for all players to be on the inside side of the gallery to block escape, limit attack angles and block PCs from fleeing out.

ATTACK MODES

Liches prefer psionics, but if think they can do a quick physical attack will try.

Will do best to avoid physical except for the Metamorph who enjoys brawling.

Physical attacks also create fear which the Liches feed upon, being emotive vampires.

TOUCHING A KATRA STONE

Should a player touch a stone, an immediate feeling of possessiveness and jealous need to keep it will take hold. Save vs. PSI Vector per turn holding the stone. Eventually the Vulcan inside the stone could Mind Meld with the holder and take possession of their body. Also, the stones are radioactive for their exposure.

DESTROYING A KATRA STONE

Stones can be physically smashed with more than 10d10 points of damage done. The soul inside will dissipate upon destruction. An energy weapon must be set to disrupt or disintegrate. Heat and other settings will have no effect.

LICH IDENTITIES

BORVAN

Ability: Projective Teleport
Telepathica Sentiens

Note:
Borvan's teeth are all katra stones. Some stones are empty, some are occupied. Borvan's is at the Temple control panel for the Conjunction.

Location:
The Dilithium Throne.

TEMPLE

Prime Ability: Telepathica Automata
Energeia

Note:
Controls battery field and maintains the Temple complex.

Location:
Inner Gallery at Threshold to Infinity

MUSICA

Prime Ability: Telepathica Musica

Note:
Sings the song of creation. Disintegrates into Demi-Lich before finishing song. Characters held in thrall will suddenly awake on its collapse.

Location:
Far end of Gallery Hall

METAMORPH

Prime Ability: Metamorph

Note:
Disguised as the floor. Will engulf Characters and go for shredding them to death.

At 3/4 END, will revert to normal form and continue the attack.

At 1/2 END will call for help.

At 1/4 END will transform, flee to Temple.

Location:
Near Gallery Entrance

RAMPANT

Ability: Supersize
Telepathica Automata

"While Borvan, we fear his name, was the greatest, his archduke roams the land ensuring all is dead."

Katra stone is at the Temple for Borvan to collect, making Rampant weaker than would be.

If body is destroyed, will reform where destroyed unless stone at the Temple is destroyed as well. If stone is destroyed, Rampant will immediately vaporize into dust no matter his condition or status otherwise.

On Rampant's reformation, Ghouls will become active again if didn't starve in the meantime.

Rampant's Ghoul Army is spread over 100 miles but has a local contingent of 2d10+5 he can summon, taking up to 1d10 minutes for the first 1d10-5 of them to arrive followed by 1d10 1d10 turns later followed by the balance another 1d10 Turns after that.

Those Ghouls scattered in the 10-100 mile range will 'never' reach the crew in time to be of any effect though all will begin the journey once summoned.

Upon his destruction, all Ghouls will collapse into mindless, living meat. Some may continue to stand, some may wander. All will starve to death.

AUTOMATA

Rampant knows he's being scanned, but will not register on the scanners.

The Federation ship can see Rampant on the viewscreen, but weapons can't lock. Ship can target the approximate coordinates, but a Transicator or Communicator lock is ideal or an actual lifeform or other factor to lock on nearby and offset. The atmospheric distortion is too great to compensate for, lucky shots not withstanding favorable dice.

Proximity to Ship's Fire

Vol and Apollo's Temple indicate small cover can protect from the heat and light of ship's phasers. Piece of the Action indicates tight effect as well.

AUTOMATA VS. SHIP

Orbit	Chance to connect w/ship
1st	1/10 PSI ATT
2nd	1/3
3rd	1/2
4th	3/4
5th	1/1

Rampant will ride the sensor beam back to the array and integrate with that control system first.

Plan of Sabotage

From sensors into data banks for awhile. First target is Communications, Engineering, Life support, air locks, Nav, Helm.

Comm is down to warn people. Engineering panels are offline to see what's happening.

Rampant's attempt to connect with the ship will appear as feedback that can't be replicated. Once in, all will appear mostly normal, especially sensor-wise, no more static.

On success, Rampant will learn the ship's systems quietly and only strike when ready or moment of maximum crisis for the ship. Can only affect the ship when in the same horizon, now opposite the Village.

Rampant will always know when the ship is in the sky and will be ready for closest approach to maximum influence as it crosses the horizon.

Rampant won't be able to take over the ship on first mapping pass, but will be ready for the big battle at the end with several ship systems already subverted.

Crew will first detect small oddities like functions not triggered by them; simple procedural checklists initiate; a button will press; a switch will flip or some other status alteration the crew didn't notice before or remember activating.

The only escape from Rampant's influence is to break orbit and get out of range or stay in lower orbit and clear over the horizon.

Shutting systems down is wrong-headed as makes easier choices for Rampant who can then attempt to reactivate dead systems at his convenience.

All systems on with heavy diagnostics will slow Rampant down. Re-routing power and controls wherever possible as often as possible will sow confusion.

Once Rampant gains greater familiarity, he will re-route the systems on the Crew to keep them guessing. At that point, they are likely lost.

RAMPANT'S RANGE?

If break orbit, how does ship return without Rampant knowing or resuming control?

Best bet, aim ship and cut power. Load shuttle, open bay, aim and launch to deadstick a landing, deposit party to search for/fight Rampant.

Torpedoes? Or power up and down select systems and hope for easy strike?

A laser canon would take too long to set up and arming the shuttle is not feasible. Also, these are systems Rampant could take over.

Rampant can control any tech in Line of Sight and via any active transmission or field effect.

TELEPATH VS. CREW

The Distortion Field works both ways, so the psionic effect on the crew will be more mild than otherwise.

Once the Liches know about the ship, effects will manifest in dreams and visions. Dreams of a Vulcan or Lich standing in their cabin whose form seems to remain, even on waking.

One-off nightmares, un-remembered and feelings of dread.

Vague impressions of Vulcan warfare. Images of their history and deaths. The planet's history and scenes from the Gallery Reliefs.

And the most common image, a blood-shot eyeball in the darkness.

Sleeping crew will wake, startled. Some run screaming into the halls.

Some waking crew instantly collapse into a fitful sleep from which they can't be woken, but when they do awake feel as if they're on a second-wind after a marathon work-cycle.

The first attack wave will seek out the weakest to subvert. Liches will be too weak and the distortion field too strong to actively control anyone. Random belligerence and fighting, sabotage.

However, any crew now affected by a Lich will be more susceptible later under more favorable circumstances such as on planet, closer orbit, eliminating the distortion field, etc.

Sick Bay will get involved. Sciences will study. Engineering will seek to deflect.

All crew will be ordered to stations. All off-duty crew ordered to training duties and drills.

Captain will issue directions as needed. Players are to lead the way.

d10	Liches will use: (see Book 2, Psionics)
1	Assault
2	Dredge
3	Charm (+ dream = airlock?)
4	Confusion
5	Dead Fall
6	Immersion (monsters = crew)
7	Maze
8	Stun
9	Suggest (+dream = murder?)
10	Simple disorientation, effect avoided.

FEDERATION VULCANS ABOARD

(My campaign)

1. Cynar, Ensign, Records Officer
2. Soton, Citizen, Archaeologist, Vulcan lore, Temp Psgr
3. Minev, Citizen, Energy Specialist, Warp Team, Temp Assign
4. Sydaar, Lt., Materials Specialist, Warp Team, Temp Assign

When the first Vulcan sees Borvan, all will know and will know it is he!

If Borvan contacts a Vulcan mind on planet, all Vulcans aboard ship will know and their mutual shock will alert all of planet Vulcan which will immediately assemble ships and contact UFP and SFC.

POSSIBLE LANDING PARTIES AND MISSIONS

SCIENCE TEAM

1. Sci: Anthropologist
2. Sci: Archaeologist
3. Com or Nav: Astro/Astron
4. Doctor or Nurse
5. Chief Science
6. Security

ENGINEERING TEAM

1. Chief Engineer
2. Sci: Energy/Physics
3. Sci: Materials
4. Eng; General
5. Chief Nurse
6. Security

COMBO TEAM

1. Sci: Anthropologist / Sociologist
2. Chief Sci: (Physics)
3. Chief Eng
4. Engineer
5. Chief Security
6. Chief Nurse (Botany)

TRADITIONAL TEAM

1. Captain
2. Chief Science
3. Chief Medical
4. Specialist, Sci or Eng
5. Security or Yeoman
6. Security

Possible Missions

MISSION 1: SCIENCE

Observe Dilithium Moon behavior from planet surface and orbit. Assumes find Moon before this.

MISSION 2: ENGINEERING

Investigate Distortion Field and report.

MISSION 3: SECURITY

Observe and report on Village and occupants.
Avoid contact.
Ensure LP safety.

COMBO MISSION: SCATTER SHOT

Do all of above.
Observe.
Investigate.
Report.

GM NOTES

INITIAL PLAN

Establish initial planet mapping orbit, three passes before settling into Geo above the life zone. All else is dead on planet. In orbit, Distortion Field is confirmed, affecting sensors and all signals badly with static, dead spots and skewed readings.

Create Landing Parties and beam down.

Ship will discover and rendezvous with the Dilithium Moon for study and stay in shadow relative to ground team to record event and return to Geo stationary thereafter. Out of comms for ~3 hours. Or send a shuttlecraft?

Edges are safe for Materializer/Transporter and Transicator/Communicator. Center region is no go for 95% signal block. Signal boosters can be used at GM discretion. Every 2 miles in from perimeter, adds +19 die mod to signal attempts.

PC's will have to cover a half a dozen miles from rainy perimeter to village and the Temple's distortion field. Through forest and rough ground, perhaps 5hrs, maybe 6hrs. Roll a couple possible encounters and scares, 'eyes in the forest watching you'.

From here the game can split into locational scenarios detailed henceforth.

1 Shipboard Activities
   1. Geo orbit/ Sci, Eng, Helm
   2. Moon orbit/ Sci, Eng, Nav
   3. Lich effects/ Sci, Med, Eng
   4. Mapping/ Nav, Helm, Sci
   5. Final Battle/ All Hands

2 Perimeter

3 Village

4 Grotto

5 Altar / Sanctum

6 Gallery

7 Temple

8 Rampant

9 End game and clean up

END GAME.

Locals will ask the ship to destroy everything.

"They stole our memories. What we are left with cannot be their nightmares."

NPC Cynar and Soton would want to stay, Cynar resigning. Captain will instead promote and assign as envoy and legate.

Captain will authorize volunteers and arrange for Tugs if Locals want to move.

Negotiate between Locals and K-3. Get a disaster alert going, local Vulcan Charge D'Affair, Colonization Bureau, etc.

Fabricate food, clothes, shelter, utilities. Stay long enough to secure the people.

All this plus reminder that Vulcan ships and relief taskforce are en route.

NPC CAPTAIN'S LOG SUGGESTIONS INTRODUCTION

" Captain's Log. Stardate, gameplay.

En route to Mission Docket Omega 1, we are diverting to investigate an un-mapped binary system and to witness a rare celestial occurrence.

While Commander Geels is naturally enthusiastic to begin his duties regarding MDO-1, he is fully supportive of this minor delay.

Sensors suggest this star system hosts one Class M world which coincidentally will be the sole planet in opposition to a conjunction of all other solar bodies.

As we approach the system and acquire better data, I will order the deployment of our scientific resources per Commander Zarr's recommendations. Entry ends."

"CAPTAIN'S LOG, SUPPLEMENTAL.

We are establishing a planetary survey party to observe the conjunction and investigate the source of an energy disruption field emanating from the planet surface. Sensors are muddled above the area, but suggest habitation near the perimeter of the effect.

Once landing parties are established on planet, I am ordering the ship into one solar orbit for further observations and will return to our present location in three hours."

CAPTAIN'S LOG, (+3HRS)

Our solar orbit complete, we have detected the presence of a small, rogue moon apparently captured by the planet's gravity. Incredulously, it appears it will collide with the planet's main ring directly above the disruption field at opposition.

I have dispatched our shuttlecraft with scientific team and equipment to study the moon as it hurls towards impact."

"CAPTAIN'S LOG, (+... IN ORBIT)

Sporadic reports across the ship of sleeping crew awoken by strange nightmares and conscious crew spontaneously falling asleep has Sick Bay on alert and busy.

I've ordered Medical and Science departments to set the cause and remediation as their top priority. Celestial mapping continues with reduced personnel.

Landing party reports will be supplemental to this entry.

"CAPTAIN'S LOG, SUPPLEMENTAL.

Detailed study of the captive moon has revealed it to be a single dilithium crystal of unimaginable size.

Disbelieving our sensors, ship's lasers/phasers were fired at the surface revealing the crystal body underneath a coat of carbon soot.

Stellar cartography has been tasked with learning the origin of this impossible moon.

Personal note. I myself had one of these waking nightmares. A Vulcan. A warrior of some kind with a strange spear. He said nothing. He did nothing. Just stood motionless across my room. I felt great anxiety mounting by some threat. I woke. He stood there before me. I blinked and he was gone.

I've called GQ4 and have armed security teams on active patrol. Their orders are to disarm, subdue, apprehend and imprison any intruders. The ship remains on alert.

Doctor reports more dreams and now violent injuries among the crew. Rather than confining crew to quarters, I am grouping them in common areas with strict orders to have fun and occupy their minds with trivial matters and de-escalate any situations with laughter in hopes to bring the violence down.

"CAPTAIN'S LOG, SUPPLEMENTAL.

INCOMING TRANSMISSIONS FROM STARBASE

MESSAGE 1

Don't know what you've found, but our Legate informs me the planet Vulcan will already be assembling forces and that I should send the Kongo and a taskforce to your locale. What's going on?

MESSAGE 2

Sure enough, Commander. The Council and Starfleet have just ordered me to put our sector on high military alert.

I am to muster all forces to contain your position immediately. The destroyer USS Pompey will arrive in two days with the Kongo in five. Starfleet is repositioning forces to counter the tiger you've got. Hang tight. We're coming.

MESSAGE 3

...

One more comm will be sent live, but otherwise all sent at normal speed, which is not live. Ships and starbase will be max'ing their signals.

GM TIPS

DUTY LOGS

Wanna take your group's gameplay a step deeper? At the end of a game / campaign / episode, ask those willing players to write up and submit character duty logs, if not personal logs as well regarding their character's actions and perspective.

Submitted logs can help the GM make better experiences for the players. But this is where your homework comes in, dear GM.

If asking that of your players, condense the submitted logs and write up a Starbase Command Summary Report (if not an NPC Captain's Log) or similar which is given back to the players as a memento of sorts at your next game session.

SEGREGATING PLAYERS

Bridge conversations cannot be heard across ship or on the planet. Grotto reliefs are personal to the player.

SELECTIVE MUTING

and blank screens when playing by video.

However, too much isolation can prevent correct decisions.

CLOCK

Keep a timer on PC talk, esp in critical times.

COPY PASTE

Have descriptive text ready to paste to the appropriate Player so they can reveal the details in their words.

GRAPHICS

Have common charts and images ready for display, video and gifs

ALSO SEE THE FOLLOWING

gaming aids for quick reference:

GM50B 11x17 Map Pack
GM50C Vulcan Handout
GM50D Player Handout
GM50E GM Crib Sheets

PLAY TESTERS

TBD

WORLD AND CIVILIZATION REPORT

GM COPY **GM COPY**

System Name: Zeta Omega 312

Number of Class M Present (D100 Roll): 1

01–90 = 1 Class M World
91–97 = 2 Class M Worlds
98–00 = 3 Class M Worlds

World Name: ZO 312-1

Position in System (D10 Roll): 1

Number of Satellites (D10 Roll): Ice Ring

1–2 = 0 Satellites 9 = 3 Satellites
4–6 = 1 Satellite 10 = 4 Satellites
7–8 = 2 Satellites

Planetary Gravity ($\frac{1D10-5}{10}$): 1.05 G

Planetary Size:

Diameter _____ km

Equatorial Circumference _____ km

Total Surface Area _____ km²

Percent Land Mass (D100 Roll) _____ %

Total Land Area _____ km²

Diameter = 13,000 km x gravity
Circumference = 40,000 km x gravity
Total Surface Area = 510,000,000 x gravity
Total Land Area = Total Surface Area % Land Mass

Planetary Conditions:

Length of Day (14 + 2D10): 1yr hours

Atmospheric Density (D10 Roll): Thin

1–2 = Thin Atmosphere
3–8 = Terrestrial Atmosphere
9–10 = Thick Atmosphere

General Climate (D100 Roll): Desert

01–15 = Desert Climate
16–35 = Tropical Climate
36–60 = Warm Temperate Climate
61–85 = Cool Temperate Climate
86–00 = Arctic Climate

Code: 0 0 0 0 0 0 - 0 0
(1) (2) (3) (4) (5) (6) (7) (8)

Mineral Content (D100 - 2 Roll)

Normal Metals 27% Radioactives (-20) 0% Gemstones (-30) 0%

Industrial Crystals (-40) 0% Special Minerals (-35) 0%

Dominant Species Name We are We

Lifeform Category: Mammalian, bipedal

Sentient? (Y)/N

%DICE	
01-03	microorganisms
04-07	plants
08-14	insects
15-20	fish
21-30	amphibians
31-40	reptiles
41-50	avians (birds)
51-95	mammals
96-00	special

Species Modifiers

STR -20 **INT** - **CHA** - **LUC** d%/2 rd

END -20 **DEX** - **COOL** d%/2 rd **PSI** d%/2 rd

Notes : 4-5ft tall
: Large heads, relative
: Large, black eyes
: Pale skin

Technological Index

Space Science Index (D10 - 4): 0 (1)

Physical Science Index (D10 - 2): 0 (2)

Engineering Index (D10 - modifier): 0 (3)

Planetary Science Index (D10 - modifier): 0 (4)

Life/Medical Science Index (D10 - modifier): 0 (5)

Psionics Index (D10 - modifier): 0 (6)

Sociopolitical Index

Social Science Index (D10 - 3 - modifier): 0 (7)

Cultural Attitude Index (D10): 0 (8)

Modifiers for Engineering Index and Planetary Science Index						
Physical Science Index	0-1	2-3	4-5	6-7	8-9	A or more
Modifer	-2	-1	0	+1	+2	+3

Modifer for Life/Medical Science Index						
Engineering Index	0-1	2-3	4-5	6-7	8-9	A or more
Modifer	-2	-1	0	+1	+2	+3

Modifer for Psionics Index						
Life/Med. Science Index	0-1	2-3	4-5	6-7	8-9	A or more
Modifer	-2	-1	0	+1	+2	+3

Modifer for Social Science Index				
Space Science Index	0-4	5-6	7-8	9 or more
Modifer	0	+1	+2	+3

OTHER DATA All knowledge, learning, curiosity, creativity or sense of personal achievement have been driven out of the last survivors. There are no current signs of arts, maths, sciences, literature or any cultural enlightenment.

There are abundant indications of ancient architecture and advanced achievements in a long abandoned state of desolate collapse. All of it molders on barren, windswept plains.

ALIEN CREATURE RECORD

Name: Ghoul

Life Form: Mammalian Size: Medium Feeding Habits: Cannabilistic

Attributes:

STR +10 END +10 DEX -10 Cool 100

(For Intellegent Races Only) INT 01 CHA 01 LUC 01 PSI 01

Tactical Movement and Combat Statistics:

AP 7 - 9 Combat Skill Rating 50 To-Hit Damage 1d10/2rd+STR bonus + poison Armor None

General Description: Hunched. Bent. Twisted. Deformed. Drooling. Insane. Hungry. Violently berserk. Fights to the death.

Drool: Victim saves vs current END per hit.

Fail = Paralysis = 3d10Turns+1 turn recover

ALIEN CREATURE RECORD

Name: Ghast

Life Form: Mammalian Size: Medium Feeding Habits: Cannabilistic

Attributes:

STR +10 END +10 DEX -10 Cool 100

(For Intellegent Races Only) INT 01 CHA 01 LUC 01 PSI 01

Tactical Movement and Combat Statistics:

AP 7 - 9 Combat Skill Rating 50 To-Hit Damage 1d10/2rd+STR bonus + poison Armor None

General Description: Hunched. Bent. Twisted. Deformed. Drooling. Insane. Hungry. Violently berserk. Fights to the death.

Stench: Victim saves vs current END.

Fail = Puke uncontrollably for 1d10T and fighting at +20 ToHit and -1d10AP rolled per turn

WORLD AND CIVILIZATION REPORT

System Name _____

Number of Class M Present (D100 Roll) _____

01–90 = 1 Class M World 91–97 = 2 Class M Worlds 98–00 = 3 Class M Worlds

World Name _____

Position in System (D10 Roll) _____

Number of Satellites (D10 Roll) _____

1–2 = 0 Satellites 9 = 3 Satellites 4–6 = 1 Satellite 10 = 4 Satellites 7–8 = 2 Satellites

Planetary Gravity $\left(\frac{1D10+5}{10}\right)$ _____ G

Planetary Size:

Diameter _____ km

Equatorial Circumference _____ km

Total Surface Area _____ km^2

Percent Land Mass (D100 Roll) _____ %

Total Land Area _____ km^2

Diameter = 13,000 km x gravity Circumference = 40,000 km x gravity Total Surface Area = 510,000,000 x gravity Total Land Area = Total Surface Area % Land Mass

Planetary Conditions:

Length of Day (14 + 2D10) _____ hours

Atmospheric Density (D10 Roll) _____

1–2 = Thin Atmosphere 3–8 = Terrestrial Atmosphere 9–10 = Thick Atmosphere

General Climate (D100 Roll) _____

01–15 = Desert Climate 16–35 = Tropical Climate 36–60 = Warm Temperate Climate 61–85 = Cool Temperate Climate 86–00 = Arctic Climate

Code: _____ – _____

(1) (2) (3) (4) (5) (6) (7) (8)

Mineral Content (D100 + 2 Roll):

Normal Metals _____ Radioactives (–20) _____ Gemstones (–30) _____

Industrial Crystals (–40) _____ Special Minerals (–35) _____

Dominant Species Name

Lifeform Category:

Sentient? Y/N

%DICE	
01-03	microorganisms
04-07	plants
08-14	insects
15-20	fish
21-30	amphibians
31-40	reptiles
41-50	avians (birds)
51-95	mammals
96-00	special

Species Modifiers

STR	INT	CHA	LUC
END	DEX	COOL	PSI

Notes

Technological Index

Space Science Index (D10 - 4) _____ (1)

Physical Science Index (D10 - 2) _____ (2)

Engineering Index (D10 - modifier) _____ (3)

Planetary Science Index (D10 - modifier) _____ (4)

Life/Medical Science Index (D10 - modifier) _____ (5)

Psionics Index (D10 - modifier) _____ (6)

Sociopolitical Index

Social Science Index (D10 - 3 - modifier) _____ (7)

Cultural Attitude Index (D10) _____ (8)

Modifiers for Engineering Index and Planetary Science Index						
Physical Science Index	0-1	2-3	4-5	6-7	8-9	A or more
Modifer	–2	–1	0	+1	+2	+3

Modifer for Life/Medical Science Index						
Engineering Index	0-1	2-3	4-5	6-7	8-9	A or more
Modifer	–2	–1	0	+1	+2	+3

Modifer for Psionics Index						
Life/Med. Science Index	0-1	2-3	4-5	6-7	8-9	A or more
Modifer	–2	–1	0	+1	+2	+3

Modifer for Social Science Index				
Space Science Index	0-4	5-6	7-8	9 or more
Modifer	0	+1	+2	+3

OTHER DATA

ALIEN CREATURE RECORD

Name: _____

Life Form: _____ Size: _____ Feeding Habits: _____

Attributes:

STR _____ END _____ DEX _____ MENT _____

(For Intellegent Races Only) INT _____ CHA _____ LUC _____ PSI _____

Tactical Movement and Combat Statistics:

AP _____ Combat Skill Rating _____ Damage _____ Armor _____

General Description: _____

_____

_____

_____

ALIEN CREATURE RECORD

Name: _____

Life Form: _____ Size: _____ Feeding Habits: _____

Attributes:

STR _____ END _____ DEX _____ MENT _____

(For Intellegent Races Only) INT _____ CHA _____ LUC _____ PSI _____

Tactical Movement and Combat Statistics:

AP _____ Combat Skill Rating _____ Damage _____ Armor _____

General Description: _____

_____

_____

_____

SYLLABUS PSIONICA

NAME

SPECIES

STAR SYSTEM

AGE CATEGORY I X C M IMMORTAL ETERNAL

PSI CATEGORY I II III IV V VI VII VIII

FINDINGS

PSIONIC ABILITY

Attribute

(INT+CHA+PSI)/3 Vector

Pool

260101.01

NAME/SPECIES:

PERSONAL RATINGS OR SPECIES MODIFIERS

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES	FOCUS	PERCEPTION	PERSEVERANCE	
			INT	END

ACTION POINTS

DEMONSTRATED PSIONIC POWERS, TRAITS OR ABILITIES

AWARENESS	E.S.P.	TELEKINESIS	TELEPATHY	TELEPORTATION
Armor	Clairaudience	Macro	Automata	Seseportive
Empath	Claircognizance	Micro	Fauna	Projective
Enh STR	Clairescence	Transmute	Musica	Apportive
END	Clairgustance	Cryo	Sentiens	
INT	Clairsentience	Electro		
DEX	Clairvoyance	Energia		
CHA	Mortuscognition	Kairos		
COOL	Precognition	Pyro		
Invisibility	Premonition	Flight		
Levitation	Retrocognition	Punch		
Metamorph	Psychometry	Wall		
Pain Reduction				
Speed				
Supersize				
Suspend Anim				

OF ADDITIONAL NOTE

Shipboard Sensor Readings: 12 mile Perimeter

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =0.75 miles (3/4 mi)

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =0.75 miles (3/4 mi)

Player's Shipboard Sensors: Central distortion field

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq = 50ft

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq = 50ft

Player's Shipboard Sensors: Central distortion field

A B C D E F G H J K L M N P Q R S T U V W

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Jack Photon's Paranormal Emporium, ©1989
Jack Photon's 40K Paranormal Emporium, ©2020
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Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq = 50ft

Player's Ground Map Transporter Coordinates

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq =** 25ft

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq =** 25ft

Jack Photon's Universal Roleplaying System
Original Game System, TASA ©1985-1988
Jack Photon's 4dP Universal Rules, ©2001-2004, 2020-2022
Jack Photon's 4dP Fantasy Rules, ©2001-2004, 2020-2022
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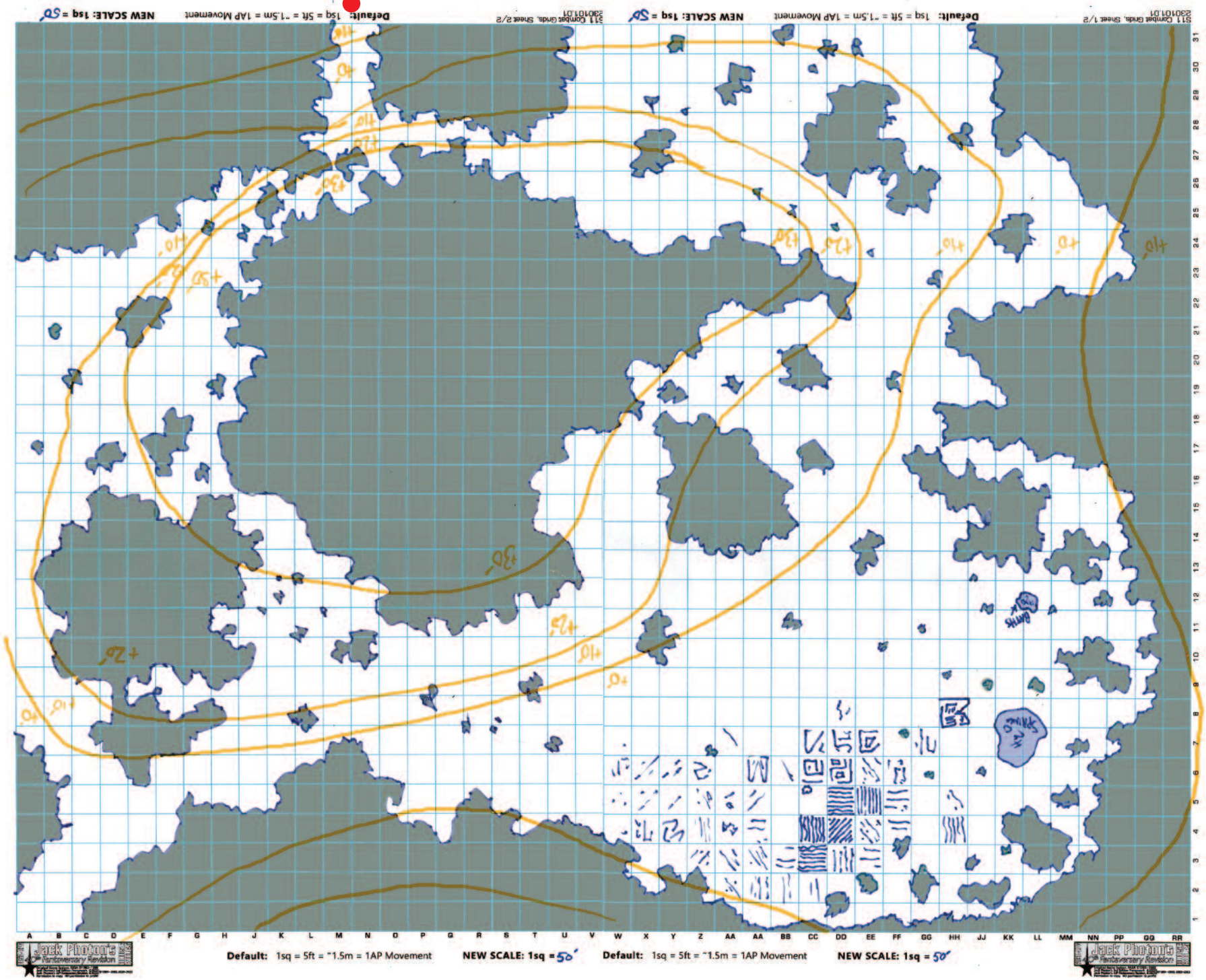
Player's Ground Map Greater Village Area

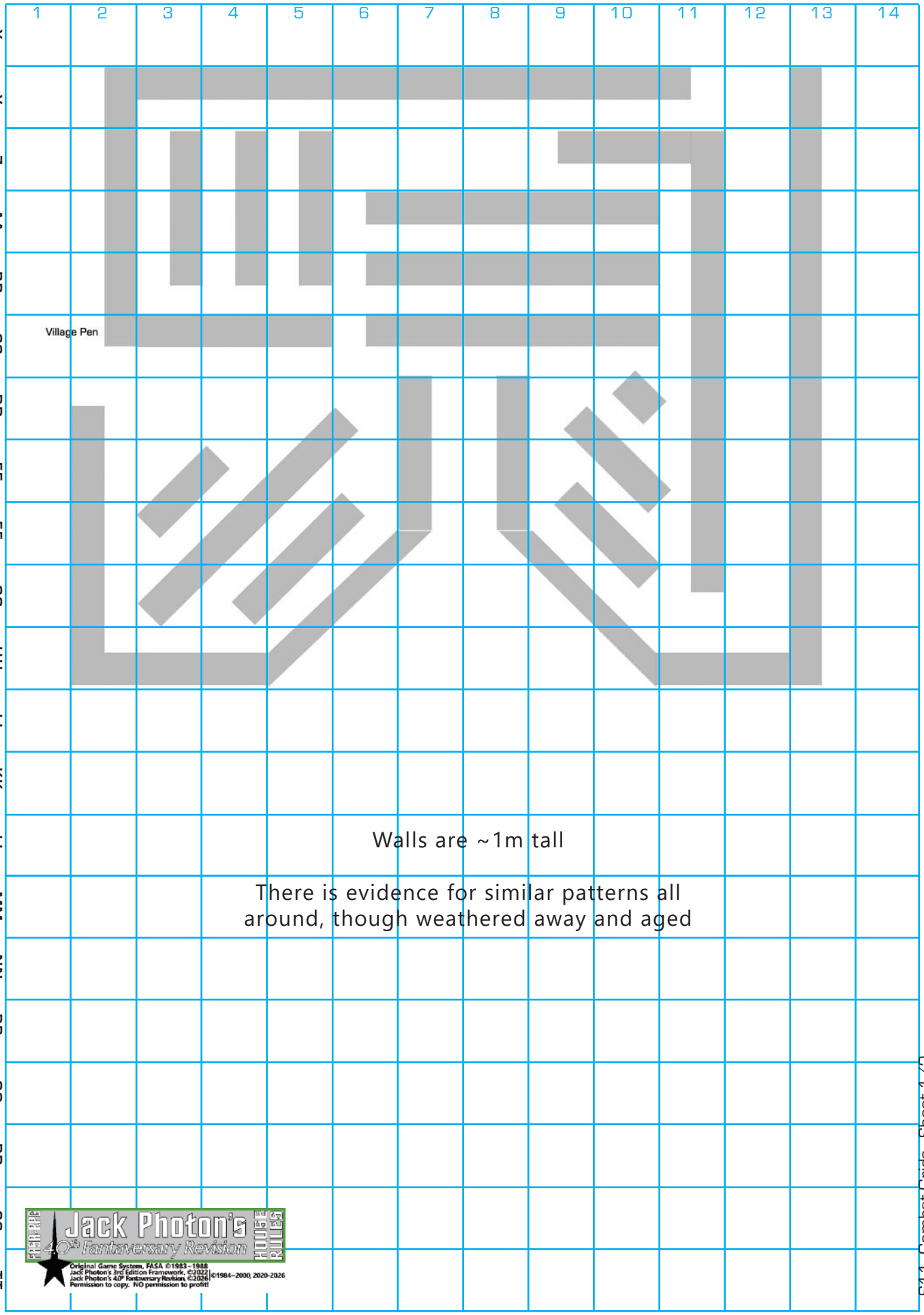

Default: 1sq = 5ft = ~1.5m = 1AP Movement
NEW SCALE: 1sq = 5ft
Default: 1sq = 5ft = ~1.5m = 1AP Movement
NEW SCALE: 1sq = 5ft
A B C D E F G H J K L M N O P Q R S T U V W X Y Z AA AA BB CC DD EE FF GG HH JJ KK LL MM NN PP QQ RR
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
Default: 1sq = 5ft = ~1.5m = 1AP Movement
NEW SCALE: 1sq = 5ft
Default: 1sq = 5ft = ~1.5m = 1AP Movement
NEW SCALE: 1sq = 5ft

● Players enter map here.

Player's Ground Map Village Sleeping Pen

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq =


1 2 3 4 5 6 7 8 9 10 11 12 13 14
X Y Z AA BB CC DD EE FF GG HH JJ KK LL MM NN PP QQ RR SS TT
Village Pen
Walls are ~1m tall
There is evidence for similar patterns all around, though weathered away and aged
Jack Photon's 4.0th Fantaversary Revision
Original Game System, FASA ©1983–1988
Jack Photon's 3rd Edition Framework, ©2022
Jack Photon's 4.0th Fantaversary Revision, ©2026 ©1984–2000, 2020-2026
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S11 Combat Grids, Sheet 1/2
230101.01

GM Ground Map Grotto & Plains Central distortion field

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq = 50ft

Default: 1sq = 5ft = ~1.5m = 1AP Movement

NEW SCALE: 1sq = 50ft

Player's Ground Map, Grotto

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq =** 25ft

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq =** 25ft

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And Modern 1st Edition Framework ©2022
Jack Photon's 40th Anniversary Version ©2023
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S11 Combat Grids, Sheet 2/2
230101.01
Default: 1sq = 5ft = ~1.5m = 1AP Movement
NEW SCALE: 1sq = 25ft

S11 Combat Grids, Sheet 2/2
230101.01
Default: 1sq = 5ft = ~1.5m = 1AP Movement
NEW SCALE: 1sq = 25ft

Player's Ground Map, Grotto

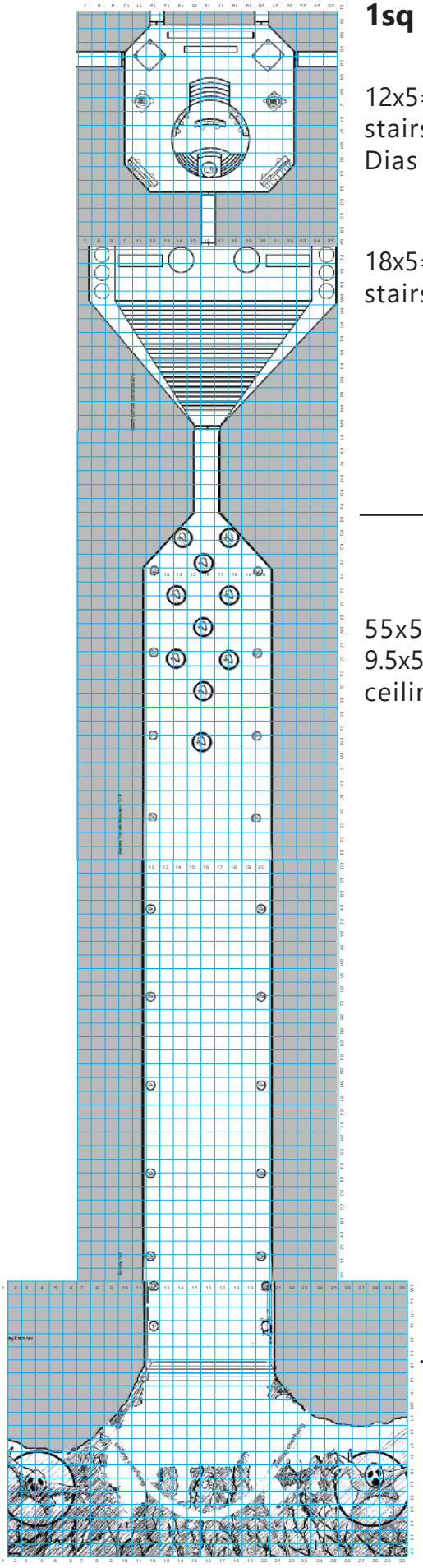
Player's Ground Map, Altar

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq = 2.5ft**

Player's Ground Map, Sanctum Dilithium Throne

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq = 2.5ft**

Gallery and Temple Control Room



1sq = 1.5m = 1AP

12x5=~60ft x 60ft
stairs up +5ft
Dias = ~30ft dia'

18x5=90ft wide
stairs up +40ft

55x5=255ft long
9.5x5=47ft wide
ceiling = 60ft peak
= 30ft walls

stairs up +10ft
Exterior statues
and pedestals
are ~100ft

PLAYER'S MAP
TEMPLE CONTROL ROOM

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq =**

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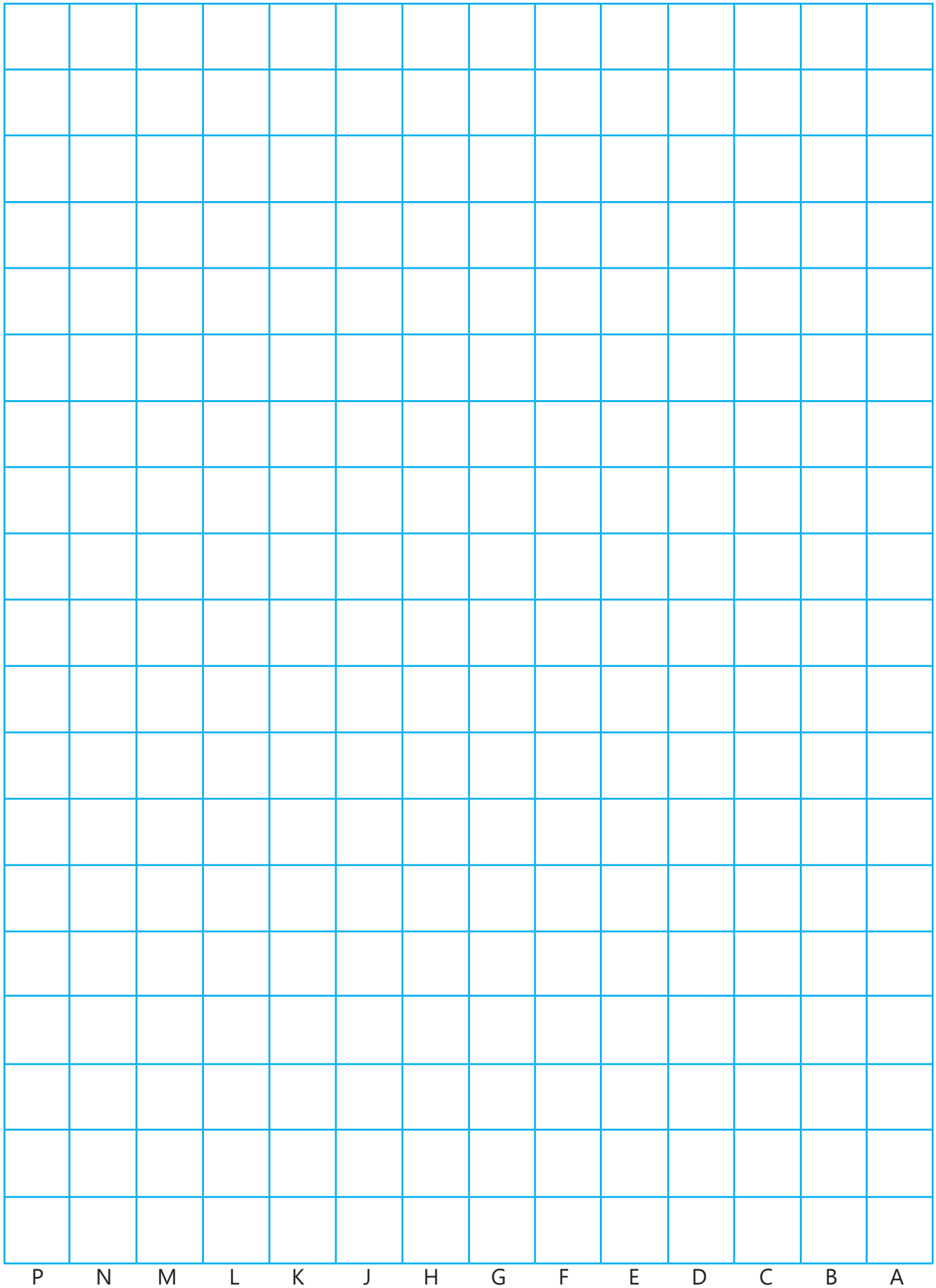
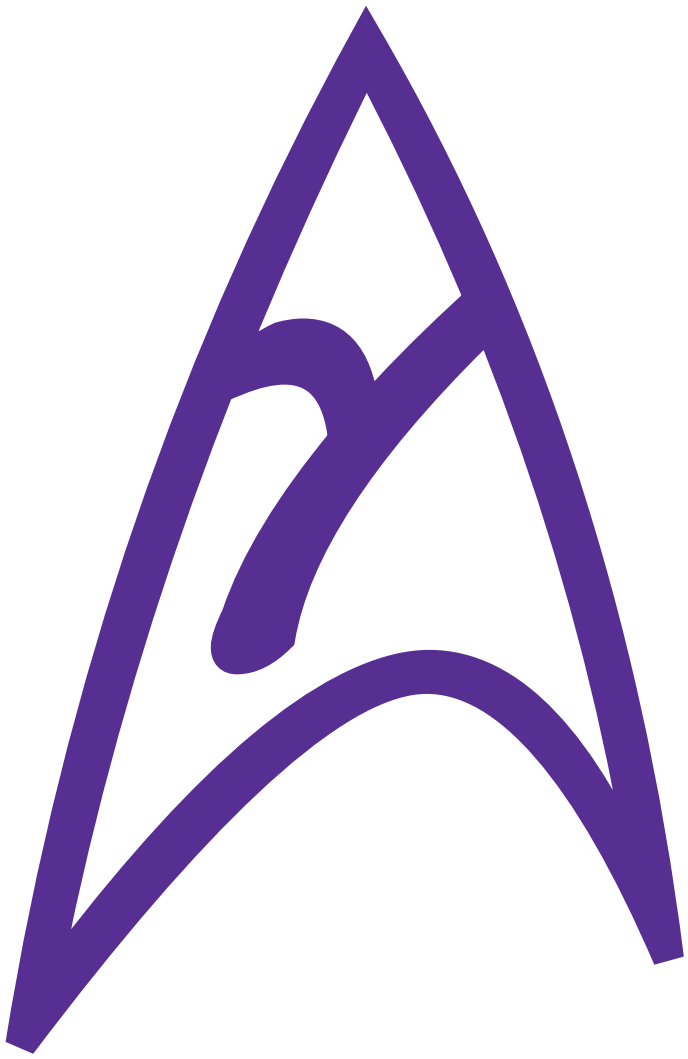
Quick Skirmish Grid

courtesy, Jack Photon.space

Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq =**



Default: 1sq = 5ft = ~1.5m = 1AP Movement **NEW SCALE: 1sq =**



En route to your next mission, stellar cartography detects an exceptionally rare celestial event. The conjunction of an entire binary star system is about to occur while the one Class M world stands in sole-opposition.

That a high-energy distortion field lies below the point where a captured moon will crash through that planet's ice ring at the moment of opposition, only makes the timing seem even more bizarre and coincidental.

The Crew will soon see the only coincidence involved is that they are witness to the waking of an ancient nightmare.

NOVA: THE IMMORTAL INFINITE

SEE GM50B-C-D-E FOR 11x17 MAPS,
CRIB SHEETS AND HANDOUTS FOR THIS GAME.

"To explore strange new worlds.
To seek out new life and new civilizations.
To boldly go where none a'gone a'fore."

21st Century HOUSE RULES for 23rd Century Gaming

FASA-RPG Jack Photon's 4.0th Fantaversary Revision HOUSE RULES

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